

# CRASH

SAN<sup>coupe</sup>  
COMPATIBLE

A NEWSFIELD PUBLICATION  
No.83 DECEMBER 1990

MAGAZINE  
AND CASSETTE  
£1.85

SINCLAIR SPECTRUM GAMES

Are you ready for...

EXCLUSIVE REVIEW!

## NARC

Ocean's Christmas cracker  
explodes!

Are you missing your fab  
CRASH cassette?!  
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CHRISTMAS COMPO  
BONANZA?

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newsagent!



COWABUNGA!

Over £1,500 worth of  
great Turtles prizes  
must be won!



OLIVER  
TREY



STORM



AMIGA

ATARI ST

AMIGA

CRASH SMASH 92%  
GEN D'OR 92%  
ZERO HERO 91%  
YC FUN ONE 91%  
JOYSTICK  
MEGA-STAR 90%  
SPECTRUM A1 82%

S  
T  
D  
R  
A  
G  
O  
N

AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM



Incorporates  
unique Dynamic  
Loader System

THE SALES CURVE  
50 LOMBARD ROAD  
LONDON, SW11 3SU

...and the game is now available on the Amiga, Amstrad, Atari ST, Commodore 64, Spectrum and the new Amiga CD32. No game has ever been so tough to stand up to. And the best part is that the rebel dragon will not let you get away with just one hit. The on-pilot control system makes it the most intense, the most dramatic and the most exciting game of the year. So if you're looking for a game that's going to make you feel like a dragon, then look no further. It's called DRAGON.

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SPER

# CRASH

## CONTENTS

### GAME THRILLS

Get moving and grooving with Technician Ted (Hewson), Virus (Silverbird), Egghead 2 (PowerTape), Shuriken (PowerTape), St. Dragon demo (Storm) and a game busting dose of Pokemania!



### TURTLES MEGA COMPO

Cowabunga, dudes! We've got Turtle Power and a huge stack of brilliant prizes to give away! Like, awesome!

### CRASHIONNAIRE

Join the CRASH board of directors and shape the future of CRASH (and win a few prizes to boot).

### PREVIEW

Look out! They're comin' at ya! A host of games action hoping for chart success soon!

### S'AMAZING!

Gotta Coupé? Yeah! Got some software? Nah! DJ Nicko cracks out the best SAM Coupé tunes on daik!

### LIVE CIRCUIT

Jetman's having two-page trouble with the Teenage Mutant Headbanger Buggies! Plus: Lloyd digs deep in the mailbox, the CRASH newshounds go barking up the right tree, there's the entry form for the Panto Compo and this month's prize winners!

### HYPERMARKET

Shopping by mail for the hottest games and accessories around!

### DJ NICKOS TIPS!

It's not a hacking squad, it's a flipping great army of tips, tips and tactics to help you beat the toughest players around!

### REVIEWS

The first instalment of games sailing into the shops for Christmas! Smashes this month are NARC and Shadow of the Beast

### JOIN UP & SAVE!

A FREE Ocean game goes to everyone who takes up the latest subscription offer! Plus: And don't miss the going-down in the mean glittering issue of CRASH!

# GAME

## thrills

### KINKY BOOTS!

Forget your Christmas stocking — pull on your kinky boots 'cos we've got a corker of a Christmas for you and the festivities start right here! The PowerTape is a real cracker this month, there's a ton of prizes up for grabs in the Panto Compo and the Turtle mega compo is fabuloso! And don't miss out on NARC, Ocean's latest game, it's one of the best shoot-'em-ups we've ever seen! All this is exclusive to CRASH so, if you want the best, stick with us and just wait until you see what we've lined up for you in the New Year!

### THRILLS ON TAPE

Where to find the action!

- SIDE A  
TECHNICIAN TED  
VIRUS  
ST. DRAGON DEMO
- SIDE B  
EGG HEAD 2  
SHURIKEN  
POKEMANIA

Check the inlay for loading instructions.

Should your tape be faulty send it, in its box, to:

NEWSFIELD, CRASH TAPE CLINIC (83), LUDLOW, SHROPSHIRE SY8 1JW

A healthy tape will be returned to you!

• A swingorilliant hit platform game from Hewson

Here's one of Hewson's most successful games — Technician Ted. This legendary platform game won awesome ratings when first reviewed! It is, indeed, a scintillating Smash! It's a mega game to get you swinging for Christmas!

Technician Ted bounces into work at the Microprocessor factory at 8.30am. Before him lie 21 to be completed before clocking off at 5.00pm. But his fiendish boss hasn't told him what the tasks are or even where they're located! Fortunately Ted's mate provided him with a rough sketch of rooms close to the canteen.

We Call Him Sir — Ted's Desk — Canteen

Reception — Cloakroom —

Silicon Slice Store

Boardroom — Photocopier —

Main Corridor

The first thing to do is for Ted to get to his desk, then visit the Silicon Slice Store. In each room there are two flashing boxes, which should be deactivated by hitting them in the correct sequence. Next task is in the Diffusion Furnace, but Ted hasn't a clue where it is! Time's of the essence and the two parts of the task must be completed mega quick!

There are several levels to the

# TECHNICIAN TED

Reception

SKS Completed 0 Time 08:31

CRASH DECEMBER ■ 3

# GAME thrills

factory, and a lift room allows access to other floors; although holes in the floors and ceilings also link between screens.

There are no lives as such but a long purple energy bar slowly recedes across the screen each time you lose a life. It happens a lot because there's a horde of patrolling enemies around! Lose all your energy and you get the boot from your boss!

## VIRUS

• Blasting an infected world in 3D from Silverbird

**★** Silverbird is back in business! Yes, the budget software house, once owned by British Telecom, has found a new home with a company called Tudor Enterprises, and they're resurrecting the label with a host of games coming soon. To celebrate the phoenix-like actions of the label here's a smashing game from Silverbird's back catalogue, originally released in 1988. Let's play *Virus*!

**T**he country's been invaded by waves of hostile alien spaceships. Instead of attacking military installations they're polluting the landscape with a red virus which kills all lifeforms.

Determined to counter this devastating threat, a brave pilot takes to his Hoverplane, a futuristic flying machine equipped with the latest technology: long-range scanner; laser cannon; and a limited supply of smart bombs (used to destroy any aliens on the screen).

The long-range scanner — top left corner — shows the enemy ships' positions in relation to the Hoverplane. Gauges above the main playing area display the amount of fuel remaining and the plane's altitude. Extra fuel can be obtained by landing at home base.

The Hoverplane is controlled by thrusting the engines and rotating the craft. At high altitudes, the fuel supply is automatically cut off and the plane drops rapidly towards the ground. You move, helicopter-style, by dipping the plane's nose and thrusting.

During play, a map of the land can be displayed, showing polluted areas in red. All enemy ships in the attack wave must be destroyed before the whole map turns red. Each wave contains many different aliens but all with the same object of destroying the Hoverplane. An extra Hoverplane and smart bomb are awarded every 5000 points.

### TECHNICAL CONTROLS

Ted's controlled using either a joystick or keys. Joystick junkies will need a Kempston, Sinclair, or Protek interface, and for keyboard players the controls are: Q,O,5 or 6/left, W,P,7 or 8/right, any key on the bottom row, 9 or 0/jump, A,S,D,F, or G/pause and BREAK/quit.



## saint DRAGON

• Smashing one level playable demo from Storm!

**★** It was last month's cover game! It was a Smash review! Did you enter the compo? Now play the game! It's *Saint Dragon*, the new blaster from Storm, and you have the whole of the first level to play! Load it up and away you go!

**Y**ou control the dragonship as it flies through space and battles with the mecanoid monsters. Blast everything that comes in sight and collect any power-up pops you can find. Remember to use the huge tail to your best advantage: if you wrap it around the head it'll protect you from enemy fire!

### CONTROLS

Keys are Q/up, A/down, O/left, P/right and SPACE/fire. Sinclair joystick works too!

# EGGHEAD 2

## EGGHEAD TO THE RESCUE

• He's back in an awesome arcade adventure by Jonathan Cauldwell!!!

**★** It's ten months since the first Egghead game appeared on the Powertape label, and due to overwhelming popular demand, programmer Jonathan Cauldwell has brought the little fella back to life in a smashing game that's bigger, better and harder than the original — and that's no yoke! Haw! Haw!

**E**gghead's mates have been captured by a mad scientist and locked away in his hazard-filled castle! It's Egghead to the rescue as he breaks into the fortress and attempts to save their lives!

The objective on each level is to run round the screens collecting all the keys in sight. It's not easy, some appear impossible to reach. However, making clever use of the platforms, stairs, other objects and careful positioning, Egghead can get every key. When all the keys are collected find the prison cell and



• Jonathan Cauldwell: The mastermind behind Egghead!

release your chums! The castle is patrolled by a myriad of the scientist's potty inventions that went wrong — don't touch any of them or you'll lose a life! Lives are also lost if Egghead falls too far — eggs are delicate y'know!

*Egghead 2* is great fun, and if you'd like to write to Jonathan you can find his address at the end of the scrolling message at the top of the options screen.

### EGGHEAD UP CONTROLS

Control of the hero in a whale shell (I) is by keyboard, which is redefinable, or use a joystick plugged into a Kempston interface!



## SHURIKEN

• Super arcade adventure by Matt Wilkinson and Tony Vick!



You are the Black Shuriken, an intergalactic arms dealer. Your last

# Small Craft Warning.

Prepare for a storm. Of bullets. Gunboat.™ Eight tons of U.S. Navy firepower crammed into a 31 ft. hull.



The fastest, most agile arsenal ever to turn 29 knots up a jungle river.



Now you're at the helm. Accolade's Gunboat lets you



experience the intensity of deadly, close-quarters, full-throttle combat.



River combat, where an enemy ambush lurks around any bend, up any canyon or by any bridge.

Climb aboard an authentically detailed river patrol boat (PBR) and get a 1st-person perspective from 4 battle stations.



Uncoil twin M60 machine guns and grenade launchers on renegade Viet Cong, Panamanian rebels and the murderous Colombian drug cartel.

They're all on the river. Waiting. Polygon-fill animation and bit-map graphics immerse you in the steamy reality of 3 sweltering combat zones. Twenty missions lie ahead, in countries where the mortar fire is as thick as mosquitoes.

Gunboat. The water's about to get rough.

Screenshots are only indicative of game play and not the screen graphics which may considerably differ between different formats in quality and appearance and are subject to the computer specifications.

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# GAME

## thrills

deal went badly wrong when your rival dealers, The Space Pirates, framed you up and got you arrested by the Federation for Intergalactic Law — FILE.

You were thrown in jail to serve a life sentence. Two years later FILE discovered the Space Pirates had moved their HQ to another planet but left their files and documents (that would prove their guilt as ruthless arms merchants) on a heavily guarded security planet.

FILE needed someone to recover these files and you were given two options: stay in prison and rot, or go on this suicidal mission! You opted to accept the mission and penetrate all the deadly defences on the planet and recover the documents. You set out in your one-seater craft and land in the jungle...

Travel through four levels of action is the order of the day: the jungle, the temple, inside the fortress and deep inside the fortress. Travel from left to right

• Tony Vick, Mr Graphics, after a six-hour stint on the Shuriken skateboard!



across 100 screens of action, destroying large objects with your missile and smaller opponents with your gun.

From the third level onwards teleports take you from one point on the screen to the other teleporter on the same screen. To activate a teleporter get inside and kneel down. You can teleport a maximum of five times.

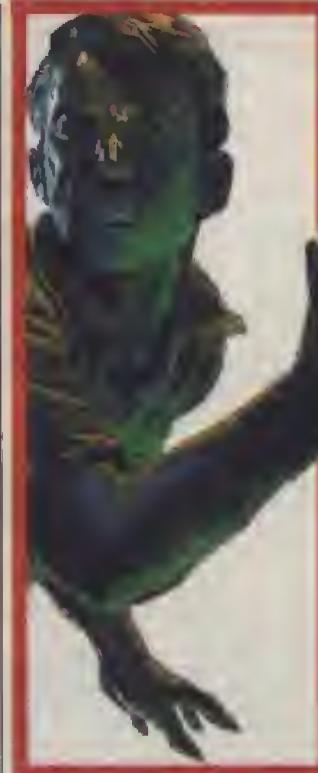
### CAN I CONTROL IT?

Shuriken! Haw! Haw (geddit?!)! Keys are Q/up, A/down, O/right, I/left, P/fire gun, and SPACE/fire missiles. A joystick option is available, details on screen.

### WHO THE HELL DO MATT & TONY THINK THEY ARE?!!

Matt Wilkinson and Tony Vick come from Sutton Coldfield in the West Midlands and together form the programming team Xplosive Developments. Both are doing a

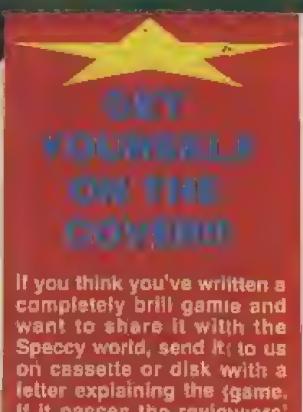
• Matt Wilkinson, a few minutes after Shuriken was completed!



lads' spare time over a period of seven months. Their ambition is to program in-house for a well known software house! Hurrah!



POKEMANIA! TIPS ON TAPE! Find out what Graham 'Turbo' Mason has in store for you this month by turning to DJ Nicko's Tips' pages!



If you think you've written a completely brill game and want to share it with the Speccy world, send it to us on cassette or disk with a letter explaining the game. If it passes the reviewers' test we'll put it on the Power Tape for thousands to enjoy! It could be your first step into the software publishing world!!

Check out the coupon on page 23! It must accompany all entries!

Computer Programming course, and they've been mates for seven years! Matt does the coding using a +2A with Plus D disk drive, an Amstrad DMP 3160 printer and a Zeus Assembler package. Tony's in charge of graphics, with help from Matt, and uses a +2 with Plus D disk drive, an Amstrad DMP 2000 printer and Art Studio software. Shuriken was programmed in the



Monsters, aliens and superheroes. Pick up a GX4000 console and you'll really have your hands full.

Imagine all the characters from your favourite computer games suddenly invading your T.V. It's like having your own private arcade. All you have to do is plug in and you're off.

The graphics alone are out of this world, with a palette of 4096 colours and stereo sound.

And you'll be playing top-rated games from Europe's best software houses, all on easy to use instant loading ROM cartridges.

The console comes complete with a mains adapter and two paddle control units designed to put you in the driving seat. Which is where you'll need to be with the ROM cartridge that comes free: the high-

speed car game "Burnin' Rubber". But perhaps the most exciting thing about the Amstrad GX4000 is the price, a very down to earth £99.00.

**THE NEW GX4000 GAMES CONSOLE. £99.**

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FOR FURTHER DETAILS RING  
**0277 262326** OR FILL IN THE  
COUPON BELOW

Please send me details about the Amstrad Games Console

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Send to: Amstrad plc, PO Box 542, Hemel Hempstead, Herts, HP1 1AA

OVER 500 TURTLE TOYS

# CRASH GETS

ALL THIS MUST BE WON!!: ☺ A VIDEO RECORDER AND  
101 TURTLE PENS! ☺

compo hotline — it's on 0898 555 084. Listen to the questions read out over the phone and when you have your answers, write them on a postcard, or the back of a sealed envelope, and send it to:  
**NEWSFIELD, I WANT TURTLE POWER! COMPO, CRASH, Ludlow, Shropshire SY8 1JW.** And make sure your entries arrive by December 15 or it'll be Turtle soup for you!

## HOW TO BE A TURTLE WINNER!

Get to the phone because one quick call is all it takes for you to be winning one of the mega Turtle prizes on offer! Ring the CRASH

**Cowabunga dudes! Here's the most awesome Turtle compo you're likely to find! We've got over 500 Turtle goodies to give away thanks to the software house that's going turtle crazy — Image Works!**

You can keep your pepperoni and cheese pizzas — the prizes on offer here are real collectors' items because they're not available in the shops! These Turtle goodies have been specially produced by Image Works to celebrate the launch of the *Teenage Mutant Hero Turtles* game in this month!

First prize is really awesome — it's a collection of Turtle goodies to make any Turtle fan go crazy! There's a brand spanking new video recorder! Woooh! A brilliant Turtles cartoon video! Yayy! A Turtles t-shirt! Bleee! A Turtles metallic brooch! Hey! A Turtle pen! Cor! A mega huge Turtle poster and stickers too! Cowabunga!

But that's not all — plenty more prizes are on offer! In fact, 100 — 100!!! — Turtles goodie bags must be won! In every goodie bag there's a Turtles t-shirt, a Turtles metallic brooch, a Turtle pen, a mega huge Turtle poster and a Turtle stickers! Fabulos!



## TEENAGE MUTANT HERO TURTLES — FACT FILES

### LEONARDO — the leader

Nickname: Leo  
Age: 15  
Weight: 10 stone 10lbs  
Height: 4'9"  
Weapon: Daisho, the Samurai paired weapon  
Colour: Blue

- ★ In Splinter's absence, Leonardo is the Turtles' leader, he's a real 'take charge' kinda guy.
- ★ He's a clever, fast thinker and an excellent strategist.
- ★ He's a perfectionist, but sometimes he tries too hard and gets embarrassed if he, or any other Turtle, fails.
- ★ Though Splinter has taught him it's honourable to fail if one tries his best, Leonardo can't accept his own shortcomings!

DON'T  
0898 5  
THE PHONE CALL THAT

DOODIES UP FOR GRABS FROM IMAGE WORKS!!

# 6 TURTLE POWER!

1 A TURTLE CARTOON VIDEO! 0 101 TURTLE T-SHIRTS 0 101 TURTLE BROOCHES!  
0 101 TURTLE STICKERS! 0 TURTLE MEGA POSTERS!



## TEENAGE MUTANT HERO TURTLES — FACT FILES

**RAPHAEL** — the sardonic wit  
Nickname: Raph  
Age: 15  
Weight: 10 stone 10lbs  
Height: 4'8"  
Weapon: Pair of Sai  
Colour: Red

- ★ He's the most impulsive and hot-headed of the Turtles!
- ★ He has a sharp wit but a very short temper!
- ★ He broods over niggling problems, but sometimes bursts into a fit of temper when things go wrong!
- ★ His best buddy is Michaelangelo — his good nature acts as a natural balance to Raphael's outbursts!



## TEENAGE MUTANT HERO TURTLES — FACT FILES

**MICHAELANGELO** — the party animal!  
Nickname: Mikey  
Age: 15  
Weight: 10 stone 10lbs  
Height: 4'9"  
Weapon: Paired Nunchaku  
Colour: Orange

- ★ He's the most fun-loving of all the Turtles!
- ★ He has a gentle but mischievous nature and is always playing practical jokes on his chums!
- ★ He loves comic books and science fiction!
- ★ He's the real pizza addict and loves going to the movies — his fave films are *E.T.* and *Critters*!
- ★ He reckons the other Turtles are too serious, but spends most of his time larking about with Raphael!
- ★ He doesn't always train as hard as he should!

## TEENAGE MUTANT HERO TURTLES — FACT FILES

**DONATELLO** — the genius who loves fixing things  
Nickname: Don  
Age: 15  
Weight: 11 stone 1lb  
Height: 5'0"  
Weapon: Bo staff  
Colour: Purple

- ★ He's the most agreeable and self-contained (man!) Turtle!
- ★ He's a bit of a boffin and would rather be tinkering with an object than fighting!
- ★ He rebels against the idea of fighting!
- ★ Though he gets on well with everyone, Donatello would rather have lunch alone!

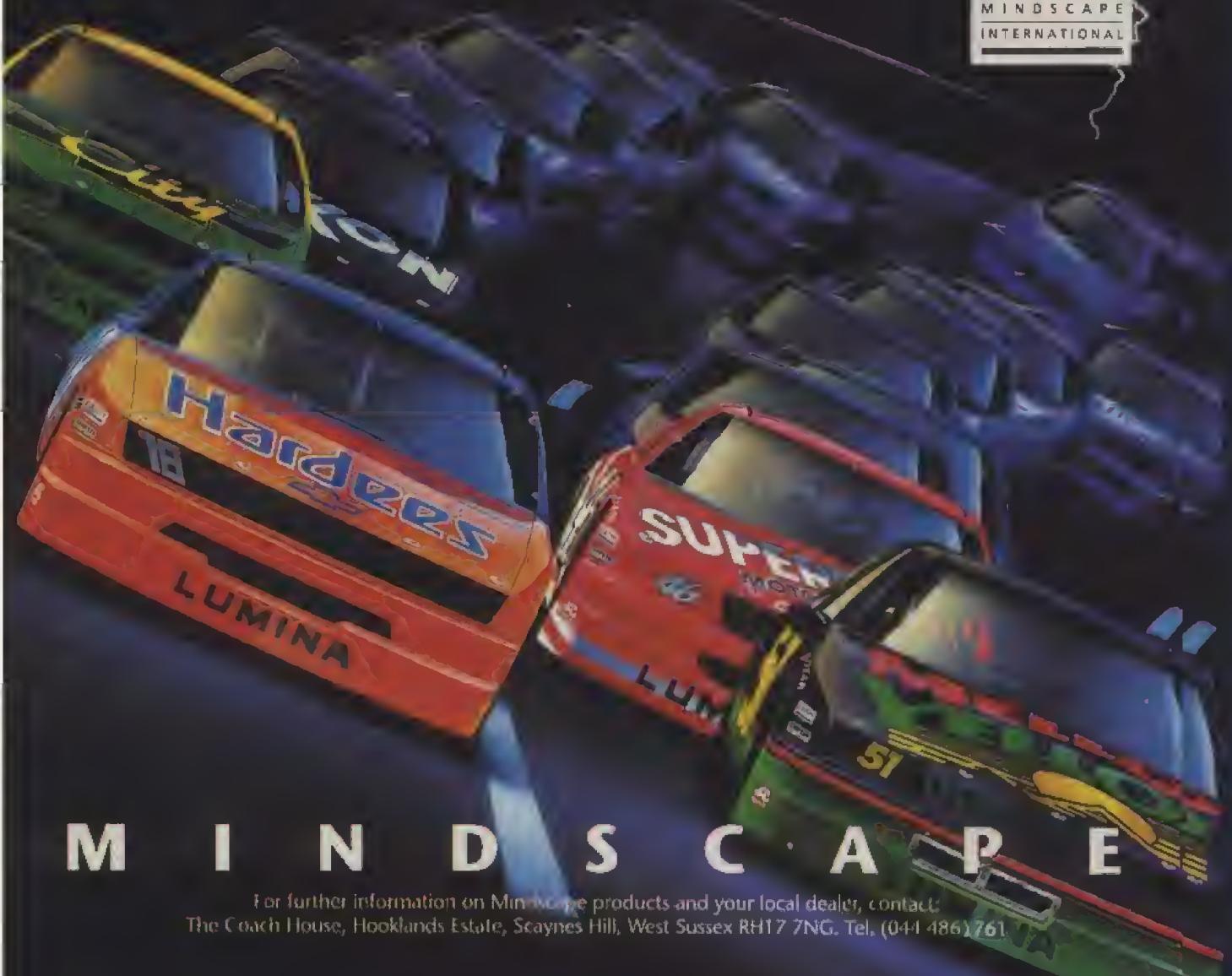
**FORGET!**  
**55 084**  
**WILL TURN YOU TURTLE!**

Calls cost 53p per minute during off-peak time and 44p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd

THEY'RE TEENAGE! THEY'RE MUTANT! THEY'RE HEROES! THEY'RE TURTLES!

# TM DAYS OF *Thunder*

***The game of the film!***



M I N D S C A P E

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# YOUR VOTE COUNTS!

and we have ways of making you talk in the 1990  
**CRASHIONNAIRE!!**

Win prizes too!

How do you fancy becoming a director of CRASH? Here's your chance! The 1990 CRASHIONNAIRE is your opportunity to shape the future of everything CRASH gets up to — and, most importantly, you'll be taken seriously. Of course, we want to know a bit about you too! What would you do to improve (if possible) CRASH? Tell us what you like, what should be scrapped, what should be added. So spend a while going through the questions and maybe you'll see your idea popping up soon! All completed CRASHIONNAIRES should be returned by December 15 and then we'll pick 20 entries from the sack and give away some prizes! You could get a game, a t-shirt or any other of the prizes detailed at the bottom of the page — just tick the box for the prize you want! Remember, your vote counts!!

VIOLATE HERE

1 Are you:  MALE  FEMALE

2 How old are you? \_\_\_\_\_

3 Are you:

- AT SCHOOL
- COLLEGE/POLY/UNIVERSITY
- WORKING FULL TIME
- WORKING PART TIME
- UNEMPLOYED
- OTHER

4 If you work, what is your occupation?

5 What is your weekly income?

- up to £5  £5-£10  £10-£20
- £10-£100  £100-£200  £200 plus

6 On average, how many other people read your copy of CRASH?

7 How do you get CRASH?

- SUBSCRIPTION
- RESERVED AT NEWSAGENTS
- OFF THE SHELF
- OTHER

8 What other computer magazines do you buy?

- a) \_\_\_\_\_
- b) \_\_\_\_\_
- c) \_\_\_\_\_

9 How would you mark the other magazines out of ten?

- a) /10
- b) /10
- c) /10

10 Apart from games, what else do you use your Speccy for?

11 Do you intend to buy a new computer or console in the next 12 months?  YES  NO

If yes, what model? \_\_\_\_\_

12 On average how much do you spend on software every month?

- £2-£5  £5-£10  £10-£20
- £20-£30  £30 plus

13 What sort of software do you buy most of?

- BUDGET  FULL PRICE

14 Where do you usually buy your software?

- SPECIALIST COMPUTER STORE
- CHAINSTORE (WH SMITHS, MENZIES, ETC)
- MAIL ORDER

15 What is the major influence on your buying decisions?

- CRASH REVIEW
- OTHER MAGAZINE REVIEW
- ADVERTISING
- WHO PROGRAMMED IT
- SOFTWARE HOUSE
- BECAUSE IT'S AN ARCADE, FILM, ETC LICENCE
- PLAYABLE DEMO ON COVER CASSETTE

16 What's your favourite game style? Mark in order of preference, 1 is most favourite, 6 is least favourite

- ADVENTURE
- ARCADE ADVENTURE
- SHOOT-'EM-UPS
- PUZZLE
- SIMULATIONS (INCLUDING SPORT)
- RPG
- STRATEGY
- OTHER

17 Award marks out of ten for the following CRASH features...

- Advertisements
- Reviews
- Previews
- Compos
- Phone-in compos
- Letters

18 Jetman

19 Tips

20 Mail Order

21 Cover cassette

22 Please rate CRASH's coverage of software out of ten in

- 10 PREVIEWS
- 10 REVIEWS
- 10 NEWS

23 Do you like the review style?

- YES  NO

24 Are the reviews long enough?

- YES  NO

25 Are there enough screen shots?

- YES  NO

26 Are the comments detailed enough?

- YES  NO

27 How often do you agree with the ratings?

- ALWAYS  MOST OF THE TIME  NEVER

28 Which of the following subjects do you object seeing in CRASH?

- SAM Coupé
- Arcades
- Adventure games

29 What do you like on the cover cassette? Please mark in order of preference, 1 is your most favourite and 4 is least favourite.

- EX-FULL PRICE GAMES
- ORIGINAL GAMES
- PLAYABLE DEMOS
- POKES

30 What do you think of the reader games on the Powerslips every month?

- GOOD
- AVERAGE
- POOR

31 Do you like pull-out posters?

- YES  NO

32 What are the three best software houses?

- a) \_\_\_\_\_
- b) \_\_\_\_\_
- c) \_\_\_\_\_

33 What are your three least favourite software houses?

- a) \_\_\_\_\_
- b) \_\_\_\_\_
- c) \_\_\_\_\_

34 Which of the following do you like doing?

- LISTENING TO MUSIC
- FAVOURITE GROUP/SINGER \_\_\_\_\_
- WATCHING TV
- FAVOURITE TV PROG
- GOING TO THE MOVIES
- FAVOURITE RECENT FILM
- HIRING VIDEOS
- FAVOURITE VIDEO
- PLAYING SPORT
- FAVOURITE SPORT
- READING BOOKS

New cut out this page or make a photocopy and send it to: NEWSFIELD, CRASHIONNAIRE, CRASH, LUDLOW, SHROPSHIRE SY6 1JW. Get your opinions here by December 15 for a chance to be heard, taken seriously and — of course — winning a fabby prize!

Make sure we know where to send your prize, should you win — fill in your name and address below. All entries will be treated with complete confidentiality.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Postcode: \_\_\_\_\_

If I'm one of the 20 winners I would like:

- a 12 month CRASH subscription
- a CRASH t-shirt (S/M/L/XL)
- a Speccy game (title: \_\_\_\_\_)
- a savagego

FAVOURITE BOOK

1 READING NON-COMPUTER MAGS. FAVOURITE NON-COMPUTER MAG.

2 PERSONAL HOBBY. YOUR HOBBY

3 ANYTHING ELSE?

31 Which chainstores do you shop in?

- a) \_\_\_\_\_
- b) \_\_\_\_\_
- c) \_\_\_\_\_

32 What features of CRASH would you get rid of?

- a) \_\_\_\_\_
- b) \_\_\_\_\_
- c) \_\_\_\_\_

33 What extra things would you like to see in CRASH?

- a) \_\_\_\_\_
- b) \_\_\_\_\_
- c) \_\_\_\_\_

34 Did you like the free Christmas Biggies guide last month and the free Christmas Compos fold-out this month?

- YES  NO

35 Would you like more of the above?

- YES  NO

36 What is the maximum price you would pay for CRASH II? (had more pages, a boxed cassette with at least four games, and the occasional extra gift?)

- no more than £1.85
- £1.99
- £2.45
- £2.99
- £3 or more

37 What do you think of CRASH's design?

- GREAT
- GOOD
- AVERAGE
- SACK YOUR ARTISTI

38 If you had £200 to spend on one thing (non-computer), what would you choose?

39 What do you think of the new wave of consoles?

- GREAT I'M THINKING OF GETTING ONE
- GOOD, BUT THE GAME CARTRIDGES ARE TOO PRICEY
- OKAY
- HORRIBLE THINGSS

40 How do you store games?

- IN A CASSETTE LIBRARY CASE
- IN A DISK BOX
- ON A SHELF
- IN A DRAWER/BOX
- OTHER

41 Do you want a better storage system?

- YES  NO

42 If I could send a message to the entire Speccy world, it would be:

43 If there are any other comments you would like to make about CRASH please use a separate piece of paper.

44 Do you own a SAM Coupé?

- YES  NO

NO LIMITS ... NO MERCY ...  
NO SURRENDER!

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coming soon

# PREVIEWS

**Christmas may be a time for good cheer, but in software terms this mostly spells violence and mayhem! CRASH brings you another peek into the gameplay future...**

## SOCcer SUPERHERO

### • GAZZA!

Rivaling the Turtles in the popularity stakes is madcap soccer star Paul 'Gazza' Gascoigne and he's back on the Specy soon with a new all-action footy game called *Gazza!* from Empire. It's not an update of Empire's Gazza's Super Soccer from last Christmas but a brand new production that promises to take playability into a new league!

Packed with arcade action, the pitch is viewed from overhead and scrolls left to right as you take control of Gazza bolting up and down the pitch at a blisteringly fast rate. Don't worry if you reckon you're not up to Gazza's standard — *Gazza!* has

nine skill levels (from Sunday league to International) to pick from, and your mate can join in the action using the two-player option. Other game features include an overlaid mini-scanner of the pitch showing the players' positions, variable strength shots, corners, free kicks, tackling, penalties, throw-ins, goal kicks and more!

The programming team, Active Minds, have taken a good look at all the other footy games out there and reckon *Gazza!* is going to beat the lot! With a simple control method and very fast action, it could be a World Cup winner — find out the results next month!



\* System 3 is about to release an updated version of the 1988 hit *Last Ninja II* as *Ninja Remix*. The new features include a redesigned status area, an animated intro sequence and new sound FX and music throughout the game. Gameplay is identical to *Ninja II*, but the new package is a good buy for arcade adventure fans who missed out on the original release.



LEADING BY ACTIVE MINDS

1: MAP 2: GAME 3-9: RESET

## BUG ALERT!

### • EXTERMINATOR

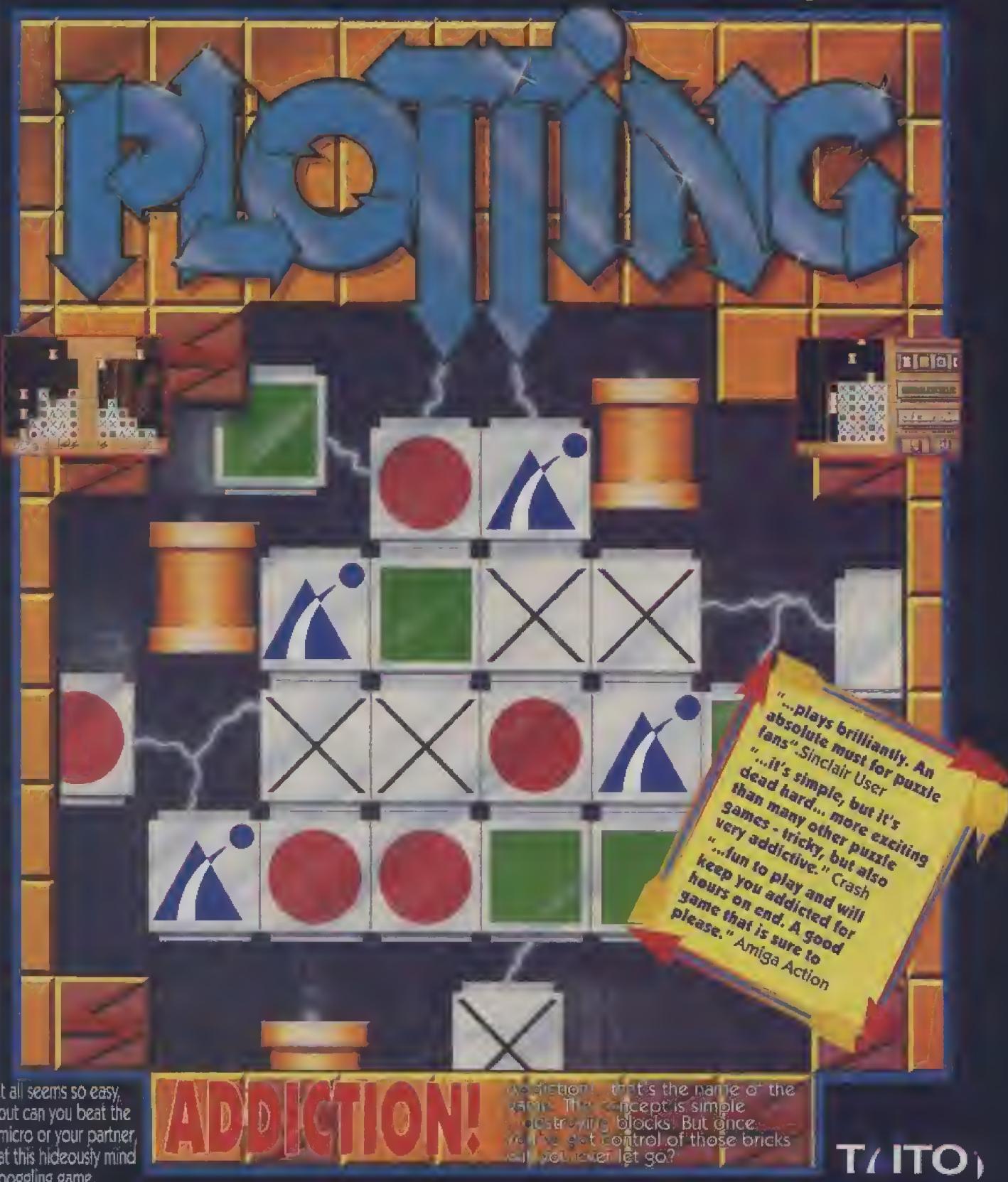
In the next Audiogenic release you play a rough tough guy who thinks nothing of bashing the living daylights out of bugs and other assorted creepy crawlies (SCREAM!!) — all the office girls). There are seven houses (levels) that need your experience to rid them of the pesky intruders, and so that your pals can share the score a two player option is included. Each of you controls one of

the exterminator's hands as he shoots, grabs and pounds the opposition into submission. The playing screen is viewed in a vertical fashion with you looking up the screen at the opposite wall. There are five rooms per house (kitchen, basement, bedroom, garage and attic), and you move from room to room by destroying all the opposition. It's a strange game and no mistake.



To play:  
Press FIRE!

# PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE



coming soon

## TUNNEL TROUBLE

### • S.T.U.N. RUNNER

Tengen/Damark's soon-to-be-launched *S.T.U.N. Runner* takes the player to the very dangerous 21st century world of *S.T.U.N.* (Spread Tunnel Underground Network) racing. But don't forget that you ain't the only participant in this fast and very dangerous sport! Other combatants vie with one another to kill you off, and you must be as vicious as them and blow 'em away.

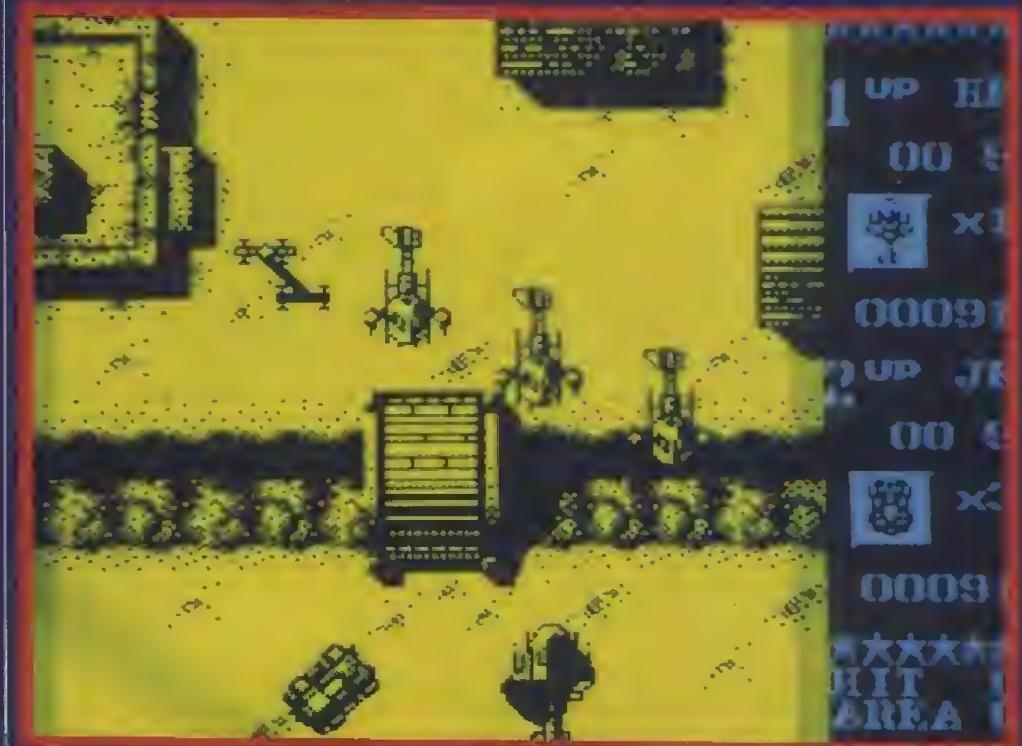
with a variety of lethal weapons! Speed is also of the essence and the only way to zip along at warp factor 6 is to hit the booster pads scattered around the tunnels. These can propel your craft along at over 900 mph! Looks like you should get yourself down to your local computer store at just that speed when *S.T.U.N. Runner* is released!



## LET'S GO TO WAR

### • NORTH AND SOUTH

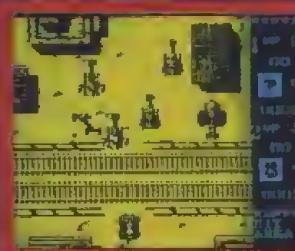
After releasing the excellent *Sim City*, Infogrames are poised to bring you the American Civil War in all its hilarious glory. Based on a French cartoon strip, *North And South* sees you playing either the Union or Confederate army as you attempt to tramp all opposition. The game is played on a map of the USA, where each army is allocated a certain amount of territory. It's up to you to kill your enemy and swipe his soil. But it's not all about running around the battlefield killing the enemy troops: strategy is needed. Especially when trying to grab the land around the railroad track — once this land is owned trains regularly stop and deliver dash. This is deposited in your safe and used to hire extra troops, and of course the game ends when one army is completely wiped out. Expect to see a review next issue.



## JEEPERS!

### • SWIV

Following *Saint Dragon*, Storm's next game is *SWIV*. You take control of either a jeep or a tank for a vertically scrolling blast-'em-up extravaganza. Your chosen vehicle is in possession of some awesome weaponry. No wonder you need to let rip at the myriad tanks, helicopters, jeeps and all else that attacks your armoured hide. Huge guardians wait at the end of each level — prepare to battle with multi-part 'copters, super tanks, and a strange bird-like craft!



coming soon



## METAL YOUTH

### • ATOMIC ROBO KID

Move over *RoboCop*, there's a new guy in town; his name is *Robo Kid*. *Atomic Robo Kid* is a color-up conversion of a little known UPL shoot-'em-up; the game maybe unknown to many of you but the action is fast and furious. You play Robo Kid who's just graduated from *Universal University of Space*. Combat. Now that you're combat ready, you're sent on your first mission, a nice quiet outing where you blast first and ask questions of the

smoking remains afterwards. There are 28 levels (though some of them have several exits), and plenty of denizens who object to your presence. Robo starts the game with a standard blaster for defence, but when he shoots the metal birds, gems are often left behind. Collect these for power-ups that include three-way and five-way lasers, missiles, the ability to fly and speed ups. Expect *Atomic Robo Kid* on your screens in the new year.

## MEGA COPS



### • E.S.W.A.T.

Join up with the Elite Special Weapons And Tactics squad and

prepare for the fight of your life in US Gold's conversion of the smash hit

## BLAST IN THE EAST

### • LINE OF FIRE

A massive hit in the arcades and now bursting onto your home computer, it's *Sega's Line Of Fire* out from US Gold soon. Your mission is to sneak into the high security camp belonging to a group of Middle Eastern terrorists and snatch their new weapon — the Rapier high velocity rapid fire machine gun. This is not going to be easy, but getting back out and returning the gun to base will verge

on the impossible!

You take control of a high speed powerboat, a jeep, an aircraft and a helicopter, all portrayed in realistic 3D graphics. The many scenarios you have to battle through include a canyon, jungle, desert and the white water rapids, clutching the all important Rapier gun to blast the enemies away.



Sega coin op! If you reckon you could be a cop of the future in a crime-ridden city, you wanna try battling with the low-lives of *Cybercity*! Succeed in two dangerous missions as a regular cop and you've earned your E.S.W.A.T. badge and weapon-packed armour. Back on the horizontally-scrolling streets you have

ultimate cyberpolice power and you'll need it — the E.S.W.A.T. squad take on the toughest of crims, each with their own defence tactics! *E.S.W.A.T.* is brilliant arcade game — it's fast and addictive — discover if the Speccy version matches up in the review next issue!



# UNDERNEATH THIS COMPUTER IS AN ARCADE FIGHTING TO GET OUT.

Underneath the respectable exterior of the new Amstrad Plus range of computers, lurks a monster.

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# AMSTRAD

\*The PLUS range comes with the game 'Burnin' Rubber' free on cartridge. Software subject to licence. Product subject to availability. RRP may change without notice. Amstrad, Amstrad 464 Plus and Amstrad 6128 Plus are trade marks of Amstrad plc. © Sept 1990 Amstrad plc. All rights reserved. Available from selected branches of Adams World, Allders, Clydesdale, Comet, Currys, Dixons and other leading stores.

coming soon



## OCEAN ACTION



### • NAVY S.E.A.L.S.

Fancy a piece of the action? This is the game to get it from! Combining platform and exploring gameplay with strategy solving, Ocean's forthcoming *Navy S.E.A.L.S.* looks like being a real smash hit! We showed you the very first screen shot last month — and this is what the game's all about!

The action's based on the forthcoming movie *Navy S.E.A.L.S.* starring Charlie Sheen (*Platoon*) and Michael Biehn (*Terminator*, *Aliens*, *The Abyss*). You have the job of tracking down terrorist troops, killing

them all and destroying their communications set-up and weaponry. But beware: the terrorists have the sophisticated Stinger air-to-surface missile in their possession and have proved they'll use it by shooting down a civilian passenger plane.

*Navy S.E.A.L.S.* boasts seven levels of multi-directional scrolling action coupled with outstanding graphics and possibly the most impressive animation of large characters ever seen on the Speccy! You can collect power-up weapons like machine guns, flame throwers and grenade



### NAVY SEALS



### NAVY SEALS

launchers by destroying the surrounding scenery — all vital if success is to be yours. As you progress through the game you take on the identity of the various members

of the unit, each with their own characteristics but all with fantastic acrobatic moves to help you tackle the terrorists!

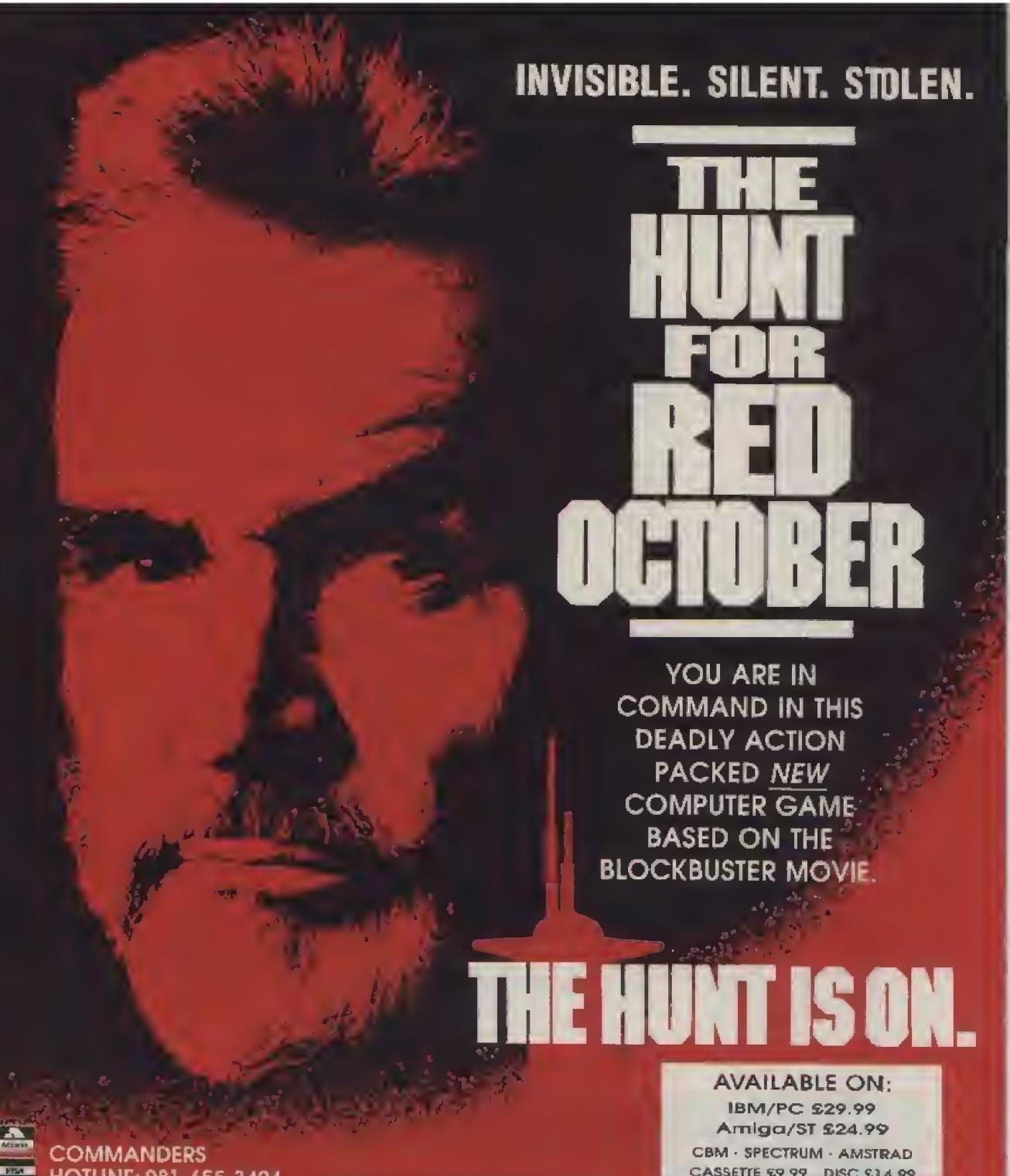
## SUB GOES WEST



### • THE HUNT FOR RED OCTOBER

Grandslam is finally to release *The Hunt For Red October* game, which was originally planned for the summer. Based on the film (and now video), *The Hunt For Red October* which tells of a Soviet submarine captain, played by Sean Connery, and his efforts to cross the Atlantic and defect to the west in the advanced submarine *Red October*. The Russian Navy give chase and the US wonders if the surge of Russians across the Atlantic constitutes an attack! The game features arcade action and strategic gameplay and you can discover if the CRASH team made it to the west in next month's review!

Submarine battles in the North Atlantic between the Soviet submarine *Red October* and the US Navy. The game features a combination of strategic planning and fast-paced action as you try to outwit your opponents and reach safety.



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# THE HUNT FOR RED OCTOBER

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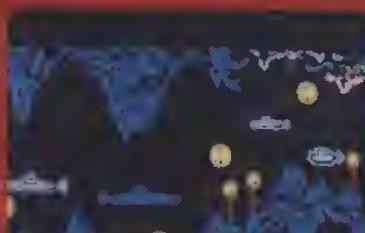
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# THE PAGE WITH ALL THINGS COUPÉ!

## MAGAZINES ON A DISK!

With the lack of software for the SAM Coupé, users are crying out for disks and tapes to load into their new machine. To fill the gap along came magazines on a disk and public domain libraries. We'll take a closer look at SAM PD next month but here NICK ROBERTS rounds up of some of the better disk magazines which have landed on the CRASH doorstep.

### FRED

The Fred disk magazine is one of the most professional I've seen. High quality presentation coupled with an easy to use menu system and informative writing makes it really enjoyable. Currently on issue five, there has been a marked improvement from disk to disk. Colin MacDonald, the Freditor along with the various artists and demo writers has changed Fred from having just a basic text menu on issue one to full colour menu screens and excellent drawings on the latest disk.

★ Weird city! It's a strange head with feet and a red nose taking a bath!



Each of the Fred disks includes demos, screens, hints and tips on the latest games and letters from users. The best of the disks is Fred 3. This includes an hilarious 'Pythonesque' demo from Zenith Graphics where a head grows feet and jumps off a conveyor belt to have various adventures. Brilliant. The regular review section on the disk is easy to use and even includes screen shots of some of the games. You can wizz through the menus looking for the piece you want with the simple forward screen, back screen controls.

Fred is an non-profit making disk magazine and it's out in the first week of every month from... Colin MacDonald, 40 Roundhill, Monifieth, Dundee, DD5 3RZ for only £1.

### SAM DISK

The first thing to hit you when you load up SAM Disk is the excellent presentation. Each of the menu screens has a really good headline drawn by Steven 'Picasso' Pick, the editor. It's just a pity the loading system isn't as enjoyable: each time it loads up the main menu section it asks for the drive number to be inputted, this gets annoying.

Issue one of SAM Disk isn't exactly packed full of material, most of the sections are just pleas for people to



★ Get a copy of SAM Supplement and you too could be playing this interesting game from the author of Mind Games 1 — you lucky people!

send in stuff for inclusion on a future disk, — understandable enough. The Flash! pictures on the disk include mock up loading screens for *Midnight Resistance*, *Rainbow Islands* and *Head Over Heels*, they're all pretty good. Other features of SAM Disk 1 are lists of SAM compatible Spectrum games, an adventure game and basic demos.



★ Wishful thinking from an artist on SAM Disk



★ Get out the suntan lotion! It's the girlie from Fred 4



★ It's the Teenage Mutant Tortoise doobries from SAM Supplement!



★ The detailed borders make SAM Disk a joy to use!

The main problem with SAM Disk is that most of the text is printed far too small, it's readable if you use a high resolution monitor but with a television screen you'll soon end up with crossed eyes trying to work out what it says. Available from... Sam Disk, 20 Grove Road, Heylake, Wirral, Merseyside for £1.50 and a blank disk.

### SAM SUPPLEMENT

SAM Supplement includes some great screens and utilities, they're just presented in a boring way. All the text pages are just plain old black on white with tiny writing that's hell to read. Another annoyance is the animated curtain opening sequence that greets you when you load up. It's just about bearable the first time but when you've to re-load over and over again, you'd better have something hard to bite!

At the heart of the disk are some excellent utilities and screenshots. Issue one includes a disk utility. It copies, hides and erases files. The programs on the disk would be a great help to budding programmers too, they include such things as a program variable list and sound effects for use in your own games.

SAM Supplement is aimed at the programmer more than the general SAM user. Don't expect fun presentation and jolly tunes because you just won't find them. It's available from... SAM Supplement, B.D. Mumford, 57 St. Saviours Road, West Croydon, Surrey, CR0 2JE for £1.50 per bi-monthly issue or six issues for £8.00. Members of the Spectrum Discovery club can get it free if they send a disk.

Next month, the low down on SAM Coupé public domain software, that's if my memory expansion arrives in time! Send all your letters, disks and tapes to this address... Newsfield, SAM Page, CRASH, Ludlow, Shropshire, SY8 1JW.

# WIN THIS MEGA MUTANT MACHINE!



How would you like to win your own Turtles Arcade Game? Well we've got a 4 player game to give away to the winner of this totally mega competition!! If you'd like to become one of the Turtles and fight to save April O' Neil just call 0898 404640, play our easy quiz and you could be that winner!

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play Blue and you  
could be him in  
this game!

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the Nunchaku turtle fighter!

The turtle with the colour of red  
is Raphael, who is famous not  
just for his sai fighting  
but for his jokes  
as well!!

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player will fight  
with the Bo staff, because this  
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These lines are unofficial and have no connection with the featured characters or their business organisation.

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Voiceline, PO Box 1640, London, NW1 8NG. Please ask your parents permission before you call.

# LIVE CIRCUIT

RISE AND FALL

Dear Lloyd  
I can't hold back much longer as I am starting to get very worried at the tremendous increase in the cost of full priced games. It used to be normal to pay £5.99 for a game, then it went up to £6.99, then £7.99, and then £8.99. Now it stands at £9.99 (£10.99 games are appearing more and more — LM), with disk games, £14.99. This is a rise of £4.00 over 3 or 4 years. Surely, it doesn't cost a software house nearly £10 to produce a game from start to finish, and why the gap of £5 between disk and tape?

I also notice a large decline in the amount of Speccy games in the high street. Though the amount of budget re-releases coming out is increasing all the time and it's a great way of saving money and all are great value. Some of the budgets are better than the full priced games.

Finally the cover games are great. I mean, four complete games plus a mag, all for £1.85! It's well wicked! CRASH is in a league of its own as other mags can't even get one good game on their covers!

Malcolm Dunlop, Langholm DG13 0AW

Of course Speccy games have become more expensive over the years. You wouldn't expect people involved in producing software to be happy working today for the same wages they were getting five years ago? Even budget games have risen in cost over the years from a 99p/£1.99 price point to £2.99 today, and a lot of publishers are considering a new £3.99 price point. Do remember: it's not the software houses who are making £10 for every game — distributors and retailers take a hefty cut of the price too! You're right about budget software. The quality of original games has improved tremendously over the years and with superb re-releases around, buying budget software is a great way to build up your software collection. As it is buying CRASH every month! Why not subscribe? At a only £18 for 12

You can tell everyone's gearing up for Christmas because there are Easter Eggs in the local supermarket and you can get 'Soaraway Spanish Summer Savers for 1991' in the holiday shop. The festive spirit, eh? Well, from me to you, a very Merry Christmas. I know I'll be back with you before the holidays, but I'll be wittering about 1991 then. So what has the CRASH team got lined up for Christmas? Well, the Christmas party is on the horizon and we'll be drinking your health because it's you lot, the readers, which made 1990 one of CRASH's most successful years: 12,000 more monthly readers than 1989! Worth celebrating! We'll be back next month, everyone but me with a stinking hangover, with more Speccy thrills. In the meantime get your letters to me at: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. The best letter wins the writer £40 of software!



issues and a free Ocean game... (SNIP! Plug over —Ed.)  
LM

#### MORE PUZZLES!

Dear Mr Mangram  
I am not at all happy with the stuff being put out for Spectrum computers. It's samey and frequently boring. We can't help the graphics, and of course there is only so much you can cram into the humble Spectrum program.

but it seems to me there's a lack of inspiration running throughout most new games.

I also feel — speaking as an adult — that there's too much accent on the occult and on violence. I would like to see more really good puzzle-type games — those that are around do not seem to have enough variation, every level being pretty much the same as what went before.

I would like to see real-life situations such as you deal with in Elite, and I would like to see

games which cater for us older folk. It's my fear that the likes of the Speccy will be less and less catered for as programmers flex their talents on the challenge of bigger machines.

Pat Reeve, Petersfield, Hants.

The Spectrum market is very much a youth one now, which is why there are many more games licensed from coin-ops and hit movies; though at least with film licenses you are getting an original game design.

The software publishers reckon the older gamer, who was playing Elite five years ago is earning a wage now and therefore can afford the £400 16-bit machines where simulations and strategy games abound. Though puzzle games are in vogue at the moment and Ocean's trio of Plotting, Puzznic and Pang are well worth checking out.

LM



#### WHO'S TOPS?

Dear Lloyd  
My friend and I asked 10 people in our class at school what their favourite games publisher was. Seven said Ocean. New Zealand Story is my favourite game, and two other people in my class think so too. The problem is, on the Amiga there are secret passages and I can't find any on the Speccy version and the time demon gets me for staying too long in one place.

Beth Waters, Laughton E. Sussex

Ocean always has been a popular publisher — but is that everyone's view? We'll be asking all of you that next month as we print the voting form for the 1990 CRASH Readers Awards! As for secret passages in New Zealand Story, DJ Nicko reckons there are some, and you should check out the tips from issues 70, 71 and 72.

LM

#### SILLY COW

Dear Lloyd  
MOO!  
George Lazou, London N2 9HX  
PS. Bet that's dumber than Anthony Hobbs' letter!!!

Only just.  
LM

Chortel Chortel Lloyd Murphy of Washington gives the Oi! Bugs a pizza da

ction and wins a £10 software voucher!



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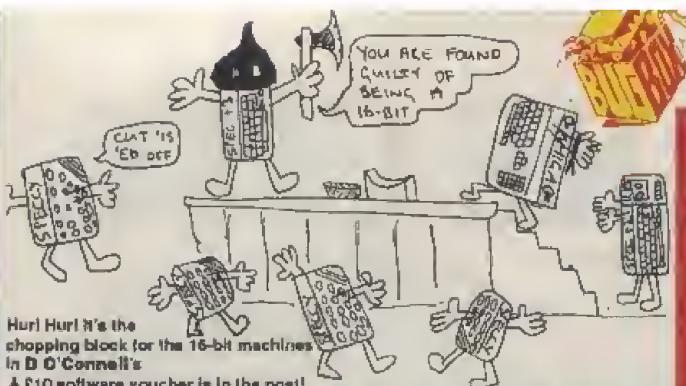
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Hur Hur Hur it's the chopping block for the 16-bit machines in D' O'Connell's A £10 software voucher is in the post!

#### END FOR 48K?

Dear Lloyd  
I've just purchased a second-hand 48K Speccy and then realised that the 48K was not on sale now. Is this true? If it is does this mean that no more software is to be manufactured for the 48K?  
Duncan Lyall, Dunblane FK15 9AT.

Amstrad, the Speccy's manufacturer, only supplies the +2 now. Production of the disk-based +3 has stopped. But there are a lot of 48K machines out there and nearly all software publishers put out games that run on the 48K. Though, because of the ever increasing need for complexity in games, I expect

that during 1991 we'll see a lot of 128K only software.  
LM

#### TAPE TO TAPE

Dear Lloyd  
I read issue 78 and agree with John Quinn. But I think the software houses are fighting a losing battle. How would they know who is copying? One way to stop them would be to stop making, and importing, double cassette decks, as having these is like asking for piracy.  
Tony Goodchild, Colchester CO6 4QA.

The chances of preventing the manufacture of double cassette decks are remote. But the solution the software publishers have come up with is to release games on a cartridge format. This isn't happening on the Spectrum, but both Commodore and Amstrad have released new consoles which take only cartridges, which cannot be copied, and Commodore's cartridges work on the old Commodore 64 too. Speccy games will, as always, be released on tape which, sadly, leaves them open to tape-to-tape piracy.  
LM

#### HACKING AWAY!

Dear Lloyd  
Picture the scene: me, an avid shoot-'em-up fan getting really fed up because a) I can't get past the fourth level on *R-Type* (even though I can get there without losing a life) and b) all my other shoot-'em-up games are too easy! (modest me). Then I bought my favourite magazine **CRASH** (creep, creep) and read what it said about *Satcom*. With me being a shoot-'em-up fan I thought 'Aghhhh!!!'. But I loaded it up anyway, just to try it. At first I thought it was boredom city, but after two hours of code busting action I was converted. No longer was I a shoot-'em-up fan but a code cracking game fan! The moral of this letter is to try out different game styles: you never know what you might like!  
CRASH forever!  
Stewart Walker, Solihull B92 8SR

Precisely! The spice of life has several varieties. Or is that the varieties of life are quite spicy?

Erm... The spicy varieties of life are like a curry? Yes! The answer to life, the universe and everything is a big vindaloo.  
LM

#### CRASH RAPPED

Dear Lloyd  
I just had to write a rap about your cool mag **CRASH**. Since I read **CRASH** for the very first time, I kept on getting some real weird signs. Signs that were saying that this mag was cool. Signs that were saying that this mag would rule.

These cool **CRASH** tapes don't linger about.

When there's nothing to play they help me out.  
Not one, not two, but four games to play, yeah with all these games it's just play, play, play.

Jason Wedgburrow, Bromsgrove B61 8SJ.

MC Hammer, watch out!  
LM

## LIVE CIRCUIT



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Get a game you've written and would like us to consider for inclusion on the **CRASH** cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's sellable and how much you'll get for your masterpiece! If we go ahead...

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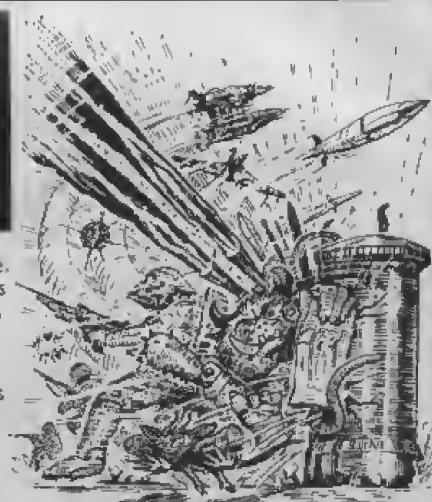
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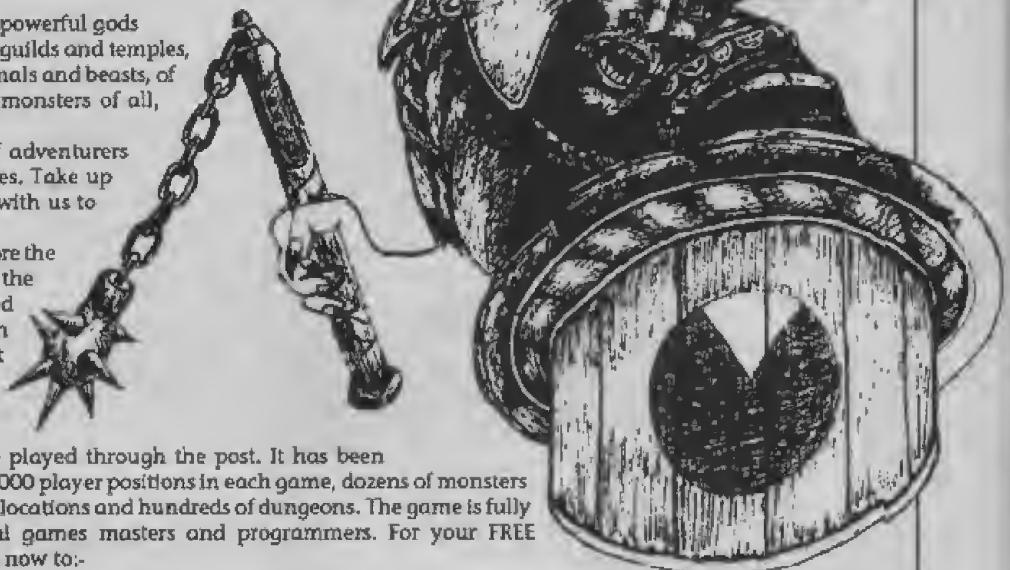
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# HI-FIRE!

Gotta high score? We want to know about it! This is Hi-Fire where you can announce your high score to the Speedy universe! Every month we'll be pulling a name from the Hi-Fire hat each month and awarding the lucky scorer £40 worth of software! So, play man and get yourself a high score and send it, with a photo of yourself if possible, to: NEWSFIELD: HI-FIRE, CRASH, LUDLOW SHROPSHIRE SY8 7JW!

## TALKING HEDZ

3073000 Stephen Housemans, Whitehaven, Cumbria  
27768000 Carol Johnson, Eastbourne BN22 8UF  
23994000 Robert Shaw, Bridlington YO15 4NL

23188000 Gerard Danks, Exeter EX2 5UN  
21788000 Matthew Catley, Ely CB6 1DD

## STAR RAIDERS

100500 Ken Bane, Plymouth PL5 2SJ

## ENDURO RACER

23739400 Alasdair MacLeod, Isle of Lewis PA872YR

## EXOLON

9999999 Ken Bane, Plymouth PL5 2SJ

## SOLARIS

11334000 Carol Johnson, Eastbourne BN22 8UF

3853000 Sarah Samways, Swanage BH19 2OW

3375000 Mathew Smith, Burton-on-Trent DE12 7EY

## BOMB JACK

236950 Carl Kirsepp, Great Sutton L66 4HS

## CHASE HQ

8159656 Daniel Nagle, Clonakilty, Co.Cork

5281639 Jack Steven, Darrell KA17 0BG

## STARWARS

1968490 Daniel Nagle, Clonakilty, Co.Cork

## SKATH' USA

34350 Ryan Lewis, Southport PR8 4DL

## RETURN OF THE JEDI

150232 Jack Steven, Darrell KA17 0BG

## PACMANIA

216810 Glenn Williams, Workington CA24 2DD

## SUPER STUNTMAN

74990 Ryan Lewis, Southport PR8 4DL

## DEFENDERS OF THE EARTH

111700 Carl Roberts, Scarborough N.Yorks

75700 S Billington, Middleton M24 1TH

## OLLI & LISSA 3

65310 S Billington, Middleton M24 1TH

## AFTERBURNER

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5858110 Mark Smith, Ipswich IP3 9LJ

## BENEGADE

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12772350 Robert Phillips, Penlyncr CF4 8OW

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384378 Glenn Williams, Workington CA24 2DD

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## ROBOCOP

412980 S Ecclesstone, Gnosall ST20 0BP

400157 Thomas Lange, Pudsey LS28 8PE

## SPACE HARRIER

10282560 S Ecclesstone, Gnosall ST20 0BP

## OUTRUN

144665340 Steven Haigh, Bodmin PL31 1EH

24974470 Thomas Lange, Pudsey LS28 8PE

## SURFACE TENSION

783600000000 Jonathan Lawson, Sheffield S30 8JP

## NEW ZEALAND STORY

1843600 Mathew Smith, Burton-on-Trent DE12 7EY



Ken Bane from Plymouth got hi-fire high-scores on *Exolon* and *Star Raiders* but reckons it was pure luck! Ken wins £40 of software for having such crusty old games



Carl Kirsepp from Great Sutton clocked up 236,950 on *Bombjack*!



Sarah Samways from Swanage did well on *Solaris* with a score of 3,853,000! Sarah does a good pixie impersonation!



Matthew Catley from Ely reached level seven on the Powertape game *Talking Hedz*!

movement and action commands on a turn card. GBM then process your commands and post the results of your actions back to you. Then you fill in a new card with a new set of commands and post that off — you don't need a computer, just a pen. You're not playing on your own: there can be a load of people playing the game at the same time as you, and they can interact with you. And that's it! A bit like a computer adventure game but you have more freedom!

*Trolls Bottom* involves playing against up to 70 other player trolls as you battle your way to rule the troll island. Other games include *Crisis* (a strategy war game as you attempt to gain control in a world war situation), *Star Cluster* (a game of interstellar conquest), *Trivia* (a quiz league game), the soon-to-be-launched *Football Champions* (a soccer management game) and *Jet Ball* (futuristic sports game). You can get more details about play by mail games by writing to: Games By Mail, 5 Town Lane, Little Neston, South Wirral L64 4DE.

■ **1st Class** is the PBM games fanzine run by one of the country's leading PBM games companies, **KJC Games**. It features tips, fiction, previews, manuals, news, rule additions, tactics, RPG scenarios, hall of fame, letters and lots more and it's very well put together and printed. KJC also run six different PBM games: *Capitol* (a space war game), *Earthwood* (a fantasy wargame involving intrigue, treachery and conflict), *Dawn of the Ancients* (an epic battle at the dawn of history), *State of War* (American Civil War in 2000 AD), *Warlord* (a strategic war game) and KJC's classic *It's A Crime!* game (gang warfare in New York city). Information on all KJC's stuff is obtainable from: KJC Games, Cleveleys, Blackpool, Lancs FY8 3LY.

■ **RW Games** is running a PBM version of D&H Games's *Football Director*. The game allows you to control the action of a football club supremo and tussle with the demands of fielding a winning team and all the backroom wrangles. You can contact the company at: **RW Games**, 39 Berry View, Newsome, Huddersfield HD4 6LQ.

## QUEST



# LIVE CIRCUIT

## CHART SENSATIONS!

● A combination of *Dizzy*, the *Quattro* packs and a host of original games have shot **CodeMasters** to the top of the software charts! At the end of September the Codies claimed a whopping 38% hold of the Top 40 chart with 19 titles placed, and are out-selling every software house with the exception of *Ocean*. Spokesman *Mike Clarke* said 'One in every four budget games sold is a **CodeMasters** title and I'd like to say a very big thank you to every one who's been buying our games!' Hurrah!

## A FESTIVE PRINTER

(for people with a lot of cash)

● **Citizen's** latest 24-pin dot-matrix printer, the **124D**, is in the shops just in time for Christmas, retailing at £279 (excluding VAT), which is good value for a quality printer. And some lucky blighter, as you can see in the pic, is getting one courtesy of **S. Claus Esq.** Capable of printing 120 characters per second (draft mode), the **124D** offers a choice of typestyles, supports an 8K memory and comes with a parallel interface. Plus 3 owners can plug it straight in, others will need a Centronics interface.



## WHERE IS CHASE HQ 2

● Last month we promised you a playable demo of *Ocean's Chase HQ 2: Special Criminal Investigation* on the Powertape. The more observant of you will notice there isn't one (booo!). The reason is that because the game's so complicated it's taking longer to program than originally thought and might not appear in the shops until January! Keep you fingers, and all other available extremities, crossed for that *Chase HQ 2* demo in full soon.



# Castle Computers

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# COMPO WINNERS!

Another bumper crop of prizes are winging their way to the lucky winners of the recent clutch of composes. Are you going to get an extra Chrissie pressie courtesy of CRASH? Read on and find out!

CodeMasters' *Road Racing Action Compo* (issue 80) drew a sackful of entries. No wonder, with the brill prize of a *Tanya four-wheel drive Fire Dragon* (kit form) up for grabs! The first prize winner is **Simon Gould, Warrington WA5 2PJ**. Congratulations! The 20 runners-up who each receive a CodeMasters game are: **Steven Arthurs, Bristol BS14 0HU; Nicholas Wattery, Manchester M28 4TN; Matthew O'Sullivan, Oxford OX4 1PY; Joseph Moulding, Balsall Common CV7 7EX; Scott Edwards, Cheltenham GL51 6SD; Martin Henderson, Shetland Isles ZE2 9DS; Andrew Lloyd, Feltham TW14 8AW; Ian Simpson, Gosport PO12 4RR; Douglas Christie, Banbury OX15 7UD; Ursula Lednor, Rustington BN16 3JU; Andrew Gilliam, Woking GU24 9PT; Stephen Atkinson, Towcester NN12 7RS; P Wroe, Helsall L39 8RH; Michael Sheldon, Streetly B74 3EE; Stuart Richards, Whitchurch SY13 2JB; Tony Goodchild, Colchester CO6 4QA; Christopher Povey, West Malling ME19 5PY; Andrew Gilliam, London SW1W 9JZ; Andrew Goaman, Harpenden EN3 6AN; Martin Lesson, Bournemouth BH5 1DB**.

And now it's... Time for the results of the fish-slapping competition! How silly! No, it's the results of *Virgin's Monty Python's Flying Compo*! The winner who gets the four *BBC Monty Python's Flying Circus* Videos, a copy of the game and a T-shirt is **Michael**

**Thompson, Portsmouth PO2 9QH**. The 20 runners-up who each get a dead parrot (a copy of the game, actually - Ed) are: **Luke Kavanagh, Worthing BN14 7BJ; Paul David Hornby, Ripon HG4 1PB; Toby Rutland, Stroud GL5 4QB; R D Fabian, London E15 4HH; John Riordan, Bishopstow Cork; Andrew Sherwood, Derby DE2 2BP; Andrew Herdy, Gillingham ME7 2TR; Ben Adamson, Whitby YO21 2NU; Robin Wilson, Weston-Super-Mare BS24 0UY; Chris Scarrett, Liverpool L21 1EW; Paula Southgate, Colchester CO4 3XP; Iain Cooper, Brightone Falkirk FK2 0TF; Tom Cleaver, Market Harborough LE16 7RE; Steven Wallace, Girvan KA26 0ER; David McLernon, Megheraileit BT45 5BP; Ian Davis, South Shields NE33 0NP; Andrew Le Madchand, Bridgewater TA6 7PA; Robert Downing, Princes Risborough HP17 0JP; Ian Samwell, Northampton NN3 4SH; Angela Motzkau, West Germany**.

**Accolade's Take A Look At My Speed Machine Matey Compo** was a bil on the corky side; with a fabby **Formule One Scalextric Set** as first prize it couldn't be less cork-like! The prize is hurtling down the track to winner **Nicholas Heath, Redruth TR15 2DR**. Hurrah! The 10 runners-up who each receive a groovy Accolade t-shirt are: **Tommy Vanner, Lisburn BT28 3EB; Stephen Naylor, Merket Rasen LN8 3JU; Lucy Butler, Beaconsfield HP9 1XW; Ben Sunderland, Amersham HP7 0PX; Andrew Lewis, Shrewsbury SY1 3HR; Graham Hill, Nenstallon PL30 5JZ; F R Wiles, North Shields NE30 2DF; Alan Buxey, Portsmouth PO3 6JN; Steven Arthurs, Bristol BS14 0HU; Lee Stephenson, Spennymoor DU6 6JN**.

And that's your lot! Everyone is dreading judging the massive **Panto Compos** from this month's cover fold-out — not to mention the 101 winners of the turtlely *Turtle Turtles* compo! But with the billions of prizes up for grabs, there's never been a better time to enter CRASH composes!

EDITORIAL OFFICE Newsfield Ludlow Shropshire SY8 1JW 0584 875851 fax 0584 876644 Editor Oliver Frey Features Editor Richard Eddy Staff Writers Mark Cannell, Nick Roberts, Lloyd Mangan Art Editor Mark Richards Photography Michael Parkinson Production and Circulation Director, Jonathan Rignall Systems Operator Paul (Charlie) Clark Reprographics Manager, Ultimac (Supervisor), Rob Hamilton, Roger Mitchell, Tim Morris, Jane Redmond, Lisa McCourt, Orlan Advertising Manager, Judith Bamford Advertising Sales Executive George Keenan Advertising Production Jackie Morris (Supervisor), Jo Lewis Mail Order Carol Klosay Subscriptions Caroline Edwards, CRASH, Newsfield, Ludlow, Shropshire SY8 1JW Typesetting Apple Macintosh Consumers using Quark XPress and Brilliance font Systems Manager Ian Chubb Colour Origination Sean Studios, Wellington, London Printed in England by BPCC Business Magazines (Cardiff) Ltd Newton Trading Estate, Cardiff, Wales, CA2 7NR Distribution Comart, Tavistock Road, West Drayton, Middlesex, UK Penny subscription rates: UK £12.26 Europe £24.00, Air Mail elsewhere £37. US/Canada subscriptions and back issues £20. Canada postage: ABC 509 Graham Crescent, Woodstock, Ontario N4S 5A1, Canada Tel: 519 421 1285. Yearly subscription rates: US \$47.00, Canada \$57.00. Back issues: US \$3.20, Canada CAN\$8.20 (including of postage).

COMPETITION RULES: The editor's decision is final in all matters relating to adjudication and we offer prizes in good faith, endeavouring them to be available. If something unavoidable happens we reserve the right to substitute prizes of comparable value. We'll do our very best to dispatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions unless we've written to you stating you have won a prize and (it doesn't) isn't us, in which case drop us a line. No person who is related, no matter how tangentially, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

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ABC

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BUREAU OF CIRCULATION

# CRASH CHRISTMAS COMPO PANTOS



## THE ENTRY FORM!

Here it is! The one-stop way to getting hold of the fab prizes on offer in the Compo Pantos extra stuck to the cover!

Simply tick the correct box for each compo you're entering and fill in your name and address. When you've done all that snip it out, or make a photocopy, and send it to: **NEWSFIELD, CRASH COMPO PANTO GIVEAWAY, LUDLOW, SHROPSHIRE SY8 1JW**. The CRASH prize pickers go into action on December 15 so make sure your entry arrives by then. All the usual rules and stuff apply. The very best of CRASH Christmas luck to everyone!!

### SEGA COMPO

The correct answer is:

A)  B)   
C)

A)

B)

C)

### EMPIRE COMPO

The correct answer is:

A)  B)   
C)

### CODEMASTERS COMPO

The correct answer is:

A)  B)   
C)

### KIXX COMPO

The correct answer is:

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### OCEAN COMPO

The correct answer is:

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The correct answer is:

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### US GOLD COMPO

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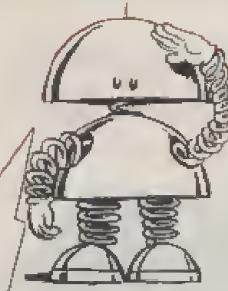
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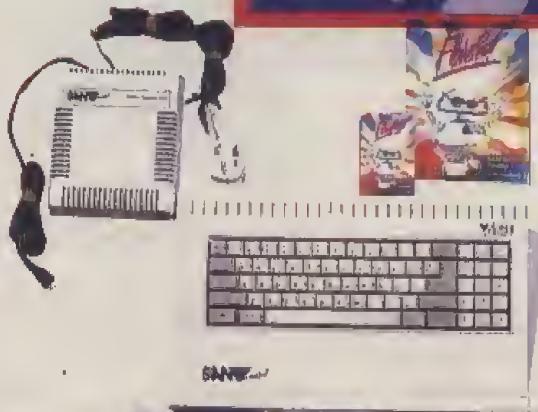
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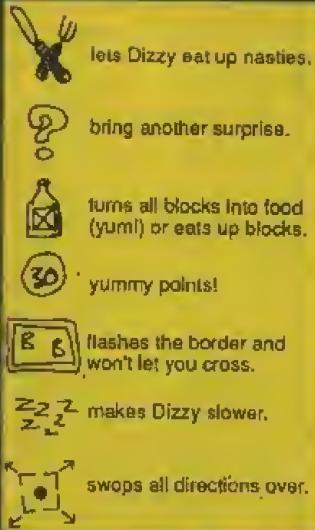
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# PLAYING TIPS



## KWIK SNAX



Anyone for egg sarnies? Mark Caswell usually has some free after he's scoffed his dinner! This is the new *Dizzy* game, and for all those stuck on it here are some triffo tips.

1. Push blocks to kill nasties whenever possible
2. If a situation looks impossible, try to collect a sauce bottle, it could turn those stubborn blocks into luscious fruit!
3. On bonus screens pause the game straight away and plan the route you're going to take. Don't forget you can go off the screen one side and come back on the other.
4. Avoid the nasty icons like the plague.
5. Use the rest of the blocks in a line to protect you as you slide them along.

## MIDNIGHT RESISTANCE

Festive tips and maps for another great game. This time it's *Midnight Resistance*. The following is compiled from letters sent in by Daniel Francis and Daniel Nutt of Shoreham-On-Sea, Richard Lane of Solihull and K. Jackman of Walsall. By the way, does anyone know the cheat for this game, there is one in there but I've no idea how to access it.

When the guardian gets to the left and shoots a missile through the gap, jump across and it should die.

### Level 3:1 Guardian

Use pack weapons and run from left to right shooting diagonally.

### Level 3:2 Guardian

Stand in the bottom right corner and use pack weapons. When both wheels are destroyed stand just left from where you were and wait; when the eye shoots at the bottom right corner, stand under it and shoot up. Repeat this until it dies.

### Level 4 Guardian

Move from left to right and use your gun and pack weapons. They should stop coming after you've done this for a while.

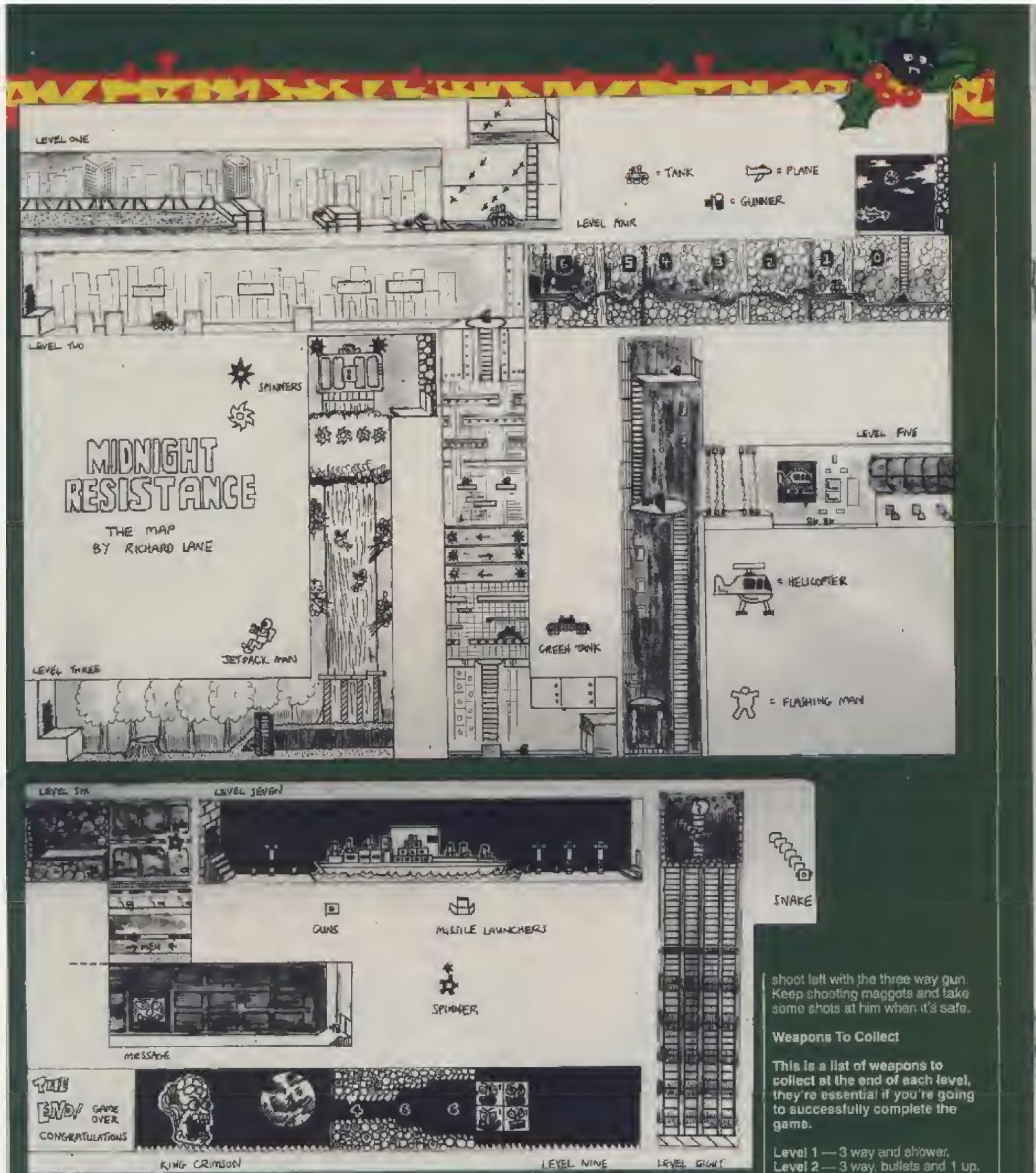
I'm dreaming of a White Christmas, just like the ones I used to know. Those were the days, when Jim Reeves had a hit with that song and all pop stars had sensible hair cuts. Thank god it's all changed that's all I can say! Are you feeling festive yet? All this fake snow and the faint sound of sleigh bells — it's like going Christmas shopping at Woolworths.

I've got some pretty squillerilliant tips for you this month. There's the complete low down on *Midnight Resistance* including a map of all the levels, tips on *Rick Dangerous* and some super dooper stuff on that great *Dizzy* game, *Kwik Snax*. The £40 of software goes to Richard Lane for his *Midnight Resistance* map.

I'm off to hang my stocking on the mantelpiece now — I had a hell of a job finding one big enough to fit a new car in — never mind: I'll just have to make do with the usual orange and apple. Have a jolly good Christmas, and don't forget to send me all your unwanted limited edition Pet Shop Boys records that Santa will bring you.

**Level 1 Guardian**  
Keep to the left of screen and keep shooting. When the tank gets near jump up out of its line of fire.

**Level 2 Guardian**  
Keep to the top left corner of screen and keep using your pack weapons.



shoot left with the three way gun. Keep shooting maggots and take some shots at him when it's safe.

#### Weapons To Collect

This is a list of weapons to collect at the end of each level, they're essential if you're going to successfully complete the game.

Level 1 — 3 way and shower.

Level 2 — 3 way, bullets and 1 up.

Level 3 — Homing and 1 up.

Level 4 — S. charge and 1 up.

Level 5 — 1 up.

Level 6 — Homing.

Level 7 — 1 up.

Level 8 — Pot luck.

Don't worry about sometimes having two keys left over.

#### Level 5:1 Guardian

Lie flat in the bottom right hand corner and don't get up. Use your pack weapons and he should die.

#### Level 5:2 Guardian

Lie flat in the bottom right hand corner and shoot the generators

with the three way. Then when they blow, shoot the man.

#### Level 7 Guardian

Run from left to right using pack weapons and avoiding the missiles, once all the cannon have gone the ship will sink.

#### Level 6 Guardian

Memorize its movement pattern and keep dodging it. Shoot with your weapon and it should die.

#### Level 9 Guardian

Stand in the bottom right corner and

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**KONAMI**

# SHADOW OF THE BEAST

This has got to be one of the best games this issue. To help you budding beaters here are a few tips to stop you dying in the first few seconds. Next month I'll have the complete solution and map to the game (but you can't wait).

1. Try to avoid the temptation of jumping everywhere. It may sound daft but it's amazing the amount of people who prefer to see the butch hero of a game bounding around like a kangaroo! If you do it in *Beast* you'll probably end up jumping into a nasty
2. Don't go down the well. Doing this is a waste of time, you need a key and the door opens from the other side
3. From the beginning move left not right. If you battle your way through all the nastiness to the right you

come to the castle, but this has to be completed last of all

4. Explore each section of the game and get to know where all the monsters come from. If you go back to that section all the same monsters will attack you again.
5. In the tree, don't attempt to battle it out with the big meany to the top/right. You'll be trapped by a large stone and won't be able to defeat him unless you have the special weapon.
6. Wait patiently until next month for the solution if you get really stuck.

## Egg Head II

This is the game that's got Richard in a spin. He just can't stop playing it, and its sequel *Egg Head II*. These tips on the cover game have come from

Ryan Lewis of Southport.

**Room 1:** First get top left key, come down and get three keys at the bottom, go back up, jump over the alien, (collecting the key at the same time). Now go down and collect the two keys, jump up a few steps and collect the top right key.

**Room 2:** Go across and jump right, jump left and collect the key, jump

right and collect the key (watch out for the triangular thingy), jump left, jump right, jump left and collect the key. Jump right, jump over the gap, keep going right until you get a key, come back again until at the edge of the steps, while alien is moving right drop down and walk right straight away, collect key at bottom, jump up carefully. Go back to the gap and drop down.

# RICK DANGEROUS 2

Another great game and one that's going to be a BIG seller over Christmas. Here's the solution to the first level to get you started on the big adventure: grab your hat and get out there!

On the very first screen you may have got killed by the lasers shooting down from the ceiling: the thing to do is just run as fast as Rick's little legs can carry him and they'll all miss you. Now shoot the

robot that climbs down the ladder and slide bomb the door to the far right. Go through and collect the bonuses.

Now go up the ladder and into the alien spaceship: don't hesitate on the ladder or you'll be barbecued by a laser. Climb up the next ladder but don't go all the way just yet. Wait and watch when the sparks fly by, time your moves so that you jump up from the ladder and duck to the left when the sparks stop. Go left

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# NEW! - AMIGA PACK

Commodore A500 Flight Of Fantasy

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## A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the Commodore Amiga 500 computer with mouse controller and TV modulator, plus four top software titles. The software includes: 'Batman: The Movie', 'Mid-Gotham City' of the running game, 'Interceptor' based on the blockbuster Batman film, 'New Zealand Story', high quality conversion of the leading arcade game, 'Interceptor: Dogfight' with two F-16's in this leading flight simulator, 'Deluxe Paint II', top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

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For the more serious or professional application user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295 + VAT. The A2000 features a full 1Mb RAM (expandable to 3Mb), 8 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, quoting ref. A2000, for details of A2000 parts, computer systems

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The Amiga's flight simulator with a choice of two aircraft and four laser armaments with which to defend your planet. Aerial combat, space battles, incoming intergalactic ground-based battles, bring out the best in you. Create masterpieces, perspective 3D perspectives or just abstracts.

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and hit the switch on the wall. You'll have now turned off the laser to the right of the screen. Duck and move right. Stay at the entrance to the next screen and shoot the robots. Start to climb the ladder but jump back down before you reach the top, another robot will follow you down: pop him. Now go up and hit the switch to the right. This starts the lift. Jump onto the lift and duck, when you reach the top crawl off to the right and stay ducked. Jump up onto the barrels when there's a gap in the lasers: collect the bonus.

Now you'll have to jump onto the ladder to the right of the screen: notice where the arrow is pointing. DON'T TOUCH THAT SWITCH! It's a red herring (poo!) flick the switch to the left. Now go back down the ladder onto the barrels. Jump up and left, shoot the robot and jump up again. Bomb the walls in the passage (be careful not to bomb yourself and watch out above), slide a bomb for the second one. Go right and you'll be in another bonus screen: collect all the goodies.

Go left, through the passage. Jump up on the right hand metal pipe. A robot will start to come down. Let him drop off the end of the pipe and jump up and to the right. You can collect the bonus to the right by killing the bloke. Hit the switch on the left wall and a lift will come down. Jump on and duck. When the lift reaches the top crawl off to the right. Stand up for a millisecond and duck again. This will trigger a laser and will (hopefully) kill the robot. Now crawl left and go up the pipe. Go up and right, kill the robot. Jump up on the first platform, hit switch on right (this turns off the top laser). Now time your jump so you miss the laser and duck. Do the same again to go up onto the next platform. Jump on lift and hit the switch, jump off and to the left before the lift gets to the other side as it shoots back. Slide a bomb to the left and kill the robot. Go down and left.

Fall down, shoot the robot. Hit the left switch to turn off the laser. Hit the right switch to start lift and jump off to the right. Time your jump to the left to miss the sparks. Keep jumping in time to miss them and go off to the left. Shoot the robot, go down and duck, collect the bonus whilst still ducking to miss the laser. Jump up and left. When the lift comes up quickly get on and hit the switch on the wall: this will stop the laser and you'll go down. Duck and crawl right, go down, kill the robot, stay ducked to miss the sparks and collect the bonus. Go right, down ladder (watch out for sparks). Walk for barrel to move left past the ladder and quickly go down. Kill the robot and bomb the wall to the left.

Jump onto the first platform, jump onto the second platform and jump up onto the ledge. Bomb the wall and get back onto the platforms to miss the explosion. Go into the

room to the left and collect all the bonuses. Now go back onto the platforms and jump up onto the ladder. Move up when the robot goes right, kill him. Go up on the lift and hit the switch on the left. Crawl right without hesitating to miss all the lasers. Jump up on the lift, kill the robot and duck under the oak.

Go up the ladder, don't collect bombs, go up and bomb the wall. Go back down and collect bomb bonus. Go up, right and drop bomb, jump onto platform to miss explosion. Hit the switch and crawl right, go up on lift and jump off to the left. Dodge all the lasers (this is quite easy, honest) and climb the pipe. Kill the robot, wait for the barrel and jump over it (you can't kill it). Jump up on platforms and go to the far left one. Hit switch and jump on lift. Go left and duck underneath. Up ladder, right and up on lift. Wait for barrel to go underneath and run for it. Go right, jump up on lift, duck and collect bonus. Go down and kill all the robots.

Jump up on ladder, hit switch to kill robot above, up ladder, up and left on platform, up ladder, up ladder, kill robot, bomb wall and go down and right to collect the bonus. Go back up and get on the lift. Hit the switch half way up to continue journey, crawl off to the right when it reaches the top. Go right and collect the bonus, go up the ladder, dodging the lasers. Go left and stand on the barrel. When the spark has gone walk left and jump up on ladder. Jump up on the platform and duck. Get almost to the edge and jump to the right. If you time it correctly you should collect the bonus and grab the ladder. Hit the switch to the right and get on. Watch out for the robots. Go up the ladder, left, hit switch. Up on the lift, hit switch (I don't know what this does), go right and wait for the robot, kill him, jump up on the far right of platform. When the robot goes left go up again. Go right and hit the switch, duck to miss the laser, go up on left ladder and right to complete the first level of *Rick Dangerous II*.

More solution coming soon, stay tuned *Rick* fans...

Right, I'm off to do some carol singing. I'll do anything for a bit of extra cash these days (well almost). So if I come round to your house (you'll know it's me by the angelic voice) please give generously.

Please send anything in the way of tips, cheats, solutions and maps on any Spectrum or SAM game to the usual address. The best every month gets £40 of the top games around. Newsfield, Nick Roberts, Playing Tips, CRASH, Ludlow, Shropshire, SY8 1JW.



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# REVIEWS



# NARC

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Enter the world of junkies, punks, thieves and murderers and be thankful you're on the good guys' side in this

action blaster produced by the excellent Sales Curve team (*St. Dragon*). Elite cop team Hill Man and Max Force have been assigned the job

of destroying the K.R.A.K. criminal syndicate and protecting the innocent in this drug crazed world.

The cops you control have their special brand of justice. Armed with machine guns and rocket bombs their main objective is to blow away anything and everything they meet — although you can also arrest the drug dealers if you're feeling particularly nice. You start the game on foot and really have to work hard to avoid ending up in a body bag. If you survive to later levels, you'll be rewarded with a high powered sports car and specialty equipped helicopter which are handy for quick getaways!

The action in *NARC* takes place in some of the worst places you could wish to go.

assignments. They all have different characteristics and weapons, right down to the vicious dogs that snap at your heels! The graphics and animation are stunning — especially when you blast a junkie with a rocket! Watch his arms, legs and head go flying all over the screen, bouncing when they hit the ground (yuk)!

The game is a great success when you play it as a two player team too: you can help each other out — but be careful, you can also blow each other to kingdom come! You can wave goodbye to the boring beat-'em-up and say hello to the new craze in computer games — gratuitous violence.

At least it's all in a good cause...

NICK 94%

**MARK** Hah! This is what we want! Plenty of good old fashioned blood, guts and violence (steady on — Ed)! All credit must go to *NARC*'s programmers for doing such a brilliant job on the conversion of one of my all time favourite coin-ops. Sadly, due to the Spectrum's limitations, the game is monochrome but the attention to detail is amazing! The moving sprites are highly defined, as are the backdrops. Also impressive is the amount and variety of bad guys you're up against. They're all vicious but as you near the boss's mansion they become suicidal. Full marks go to Ocean for this rip, mangle and maim game!

95%



Ghetto streets, abandoned warehouses, subways, and bridges all have to be cleaned up before going on to the ultimate showdown with Mr Big at the corporate crime headquarters. Seizing evidence is a great way to build up a bonus. Evidence is uncovered when you blast a criminal, they drop whatever they were carrying: usually it's money and drugs, if you're lucky it's a rocket to power up your weapons.

What really makes *NARC* special is the wide array of criminals you meet on your

## RATING

Action packed blasting fun — this one is going to make heads roll

PRESENTATION	92%
GRAPHICS	94%
SOUND	87%
PLAYABILITY	93%
ADDICTIVITY	92%

**OVERALL** 95%



# GUNBOAT

**Accolade** ■ £10.99  
■ £16.99

No prizes for guessing what *Gunboat*'s all about — it's a river combat simulation (hence the title). You're the skipper of a PBR (Patrol Boat: River), and your mission is to destroy set targets in different locations.

Your rank determines your location, and as you start the game at the bottom of the promotional ladder, your first few hours of duty are based around Vietnam.

There are four positions to fill on the boat: the pilot's seat, the bow gunner's seat, the engineer/midship gunner's seat and the stern gunner's seat. How can just one person fill all of these

positions? Well, if you're in one of the gunners' shoes the computer controls the pilot. However, its steering isn't as good as yours, so try and spend as much time as possible in the pilot's chair.

The target is usually deep in enemy territory — miles up some of the most tortuous rivers ever seen. Continuous use of the map is advised because it's all too easy to lose your way; it's also very

easy to walk into the enemy. Your gunnery skills are tested as you throw everything you've got at the tanks, boats and enemy troops that patrol the river banks. But a word of warning: make sure you've identified a target correctly because it's all too easy to hit civilians! And make every shot count because the enemy fire back, often hitting one of the crew.

There are three ways to end the mission: the successful completion of a task, the death of all the crew or you chickening out and returning to base (guess which one I did most!).

*Gunboat* is a tough game, so make good use of its practice options. I found the PBR difficult to control at first, and hitting targets isn't easy because the waters are pretty choppy and the PBR bounces a lot! Graphically, the game's good, especially the guns and pilot's cabin, though background sprites are unimpressive. Sound is also a bit of a let down with bog standard engine drone and whee, boom gun effects. If you have the patience for simulations *Gunboat* is for you — purist blasting fans may soon find their interest drifting elsewhere.

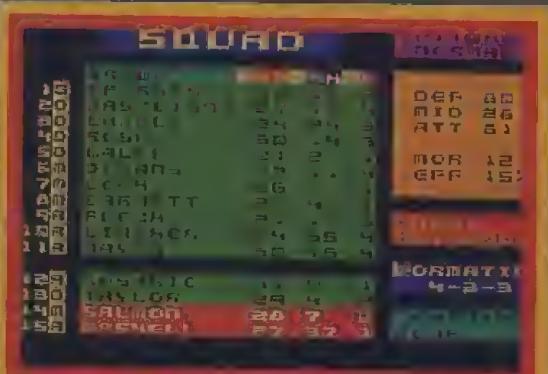
MARK 75%

## RATING

A reasonable simulation with appeal for aficionados only.

<b>PRESENTATION</b>	70%
<b>GRAPHICS</b>	62%
<b>SOUND</b>	54%
<b>PLAYABILITY</b>	65%
<b>ADDICTIVITY</b>	64%

**OVERALL 67%**



## THE MANAGER

**GTI Software**  
■ £2.99 ■

**A**s a newly appointed manager to a fourth division team your task is a simple one. Turn these down and outs into top stars by taking them into the first division. Your contract lasts for ten years but, beware! If the management think you're not doing your best you can be sacked without warning.

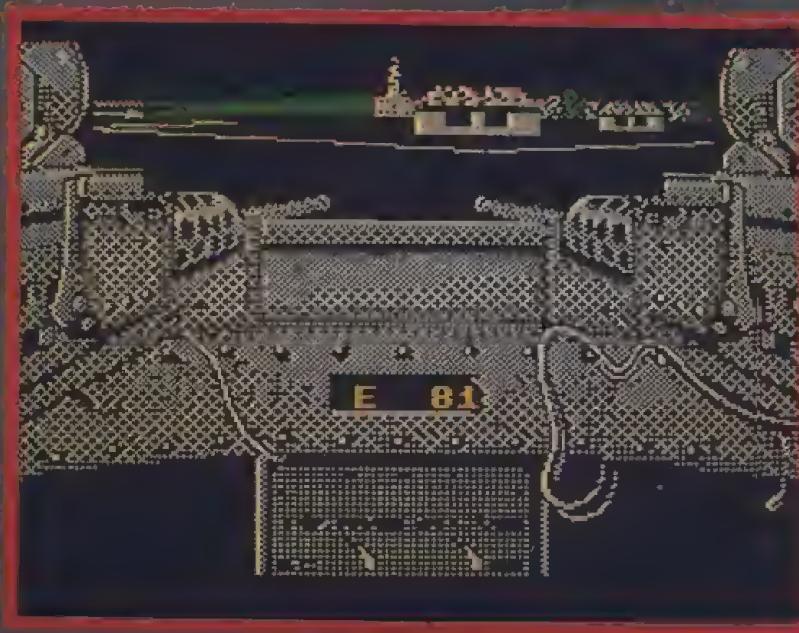
So what options does this football management game have that the other billion don't? Well, the main one is that if you bring your team to the top of the first division you can save it out to tape. A new release from GTI.

Software is in the making: *Soccer Director*. You can load your team from *Manager* into the new one and continue their success.

*The Manager* could have been brightened up with some graphics: endless text menus are not the best at keeping a player's attention. All football management fans will find this game interesting, being one of the first ones to allow you to carry on your winning streak in a future release.

NICK

**RATING**  
**OVERALL 59%**



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# REVIEWS

0000000

PROBLEM  
LEVEL 2  
1 - 1

TIME

00:59

3x2  
3x2  
3x2



# PUNIC

Ocean ■ £9.99 ■  
£14.99

If the puzzling *Plotting* had you ripping your hair out, *Puzznic* will make you go bald! It's another trip into the nightmare world of puzzle games and this time you work your way through eight levels of mind mangling puzzles, played against the clock.

As in *Plotting* the idea is to clear a screen of patterned tiles. Tiles are made to vanish by knocking identical tiles together. The status panel shows how many of each type of tile there are to be destroyed. It's OK if there are an even number of tiles, but when you have an odd number to eliminate it gets tricky because you have to bring three together at once.

(dodgy because you can only move one tile at a time).

You can start on the first, second or third level. Each level has several sub-levels: level two has two sub-levels, level three has three, and so on up to level eight with eight sub-levels!

Though played against the clock, the programmers have been generous with the amount of time for each level. Most screens can be easily completed without running out of time.

10041900

PROBLEM  
LEVEL 3  
1 - 2

TIME

01:29

3x2  
3x2  
3x3  
3x2

**NICK** *Puzznic* is much better than *Plotting* I could never understand what you had to do with your blocks in *Plotting*. Things here are mad, so simple you can't go wrong (well almost), you just bring the blocks of the same type together to clear each level. You'd have to play it — it's a real teaser and with its simplistic look, infuriating puzzles and tricky screen layout, you're guaranteed to be coming back for another go!

72%

Strangely enough, the higher the level the more time you have — but the puzzles do get increasingly difficult.

The puzzle you must solve is contained within a walled area. In earlier levels the shape of this container is simple so you can get tiles easily from A to B. But, as the game progresses, a lot of thought has to go into moving the tiles around the confined and often tortuous spaces to solve the puzzle correctly.

*Puzznic* struck me as being very easy to begin with, but after a couple of levels it gets hellish! A great game that will no doubt keep me playing into the wee hours in

my little padded cell for quite a while yet.

MARL 88%

## RATING

Straight jackets shoo with another hair-tearing puzzle from Ocean.

PRESENTATION 80%

GRAPHICS 75%

SOUND 70%

PLAYABILITY 82%

ADDICTIVITY 85%

**OVERALL 80%**

# RUGBY MANAGER



Mastertronic Plus  
■ £2.99 ■

In case things get on top of you, resign as manager!

Unfortunately the section where you play a match takes you back to endless other management games: you just sit there and watch a yellow line go up and down the pitch. It's supposed to represent where the ball is! Information (which team scored, who got their head kicked in...) is listed screen bottom. *Rugby Manager* makes a refreshing change from the endless football games and management fans will have a bit of fun playing it.

NICK

## RATING

**OVERALL 69%**

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# REVIEWS

# Snowstrike

US Gold ■ £10.99 ■

**T**he year is 1997 and the worldwide drugs problem has escalated out of all proportion. The newly appointed US President attempts to push Congress into declaring war on the South American drug lords. Unfortunately Congress refuses but the President decides to send the troops in anyway.

There is one secret weapon the Americans have to defeat the drug barons with — the state of the art F14-LCB Cosmos Rapier. This aircraft can destroy all the drug installations and the transportation routes in one swoop, and you're the chief pilot!

Before starting a game you have a few selections to

make: after entering your name and codename you get to choose the co-pilot. Each one can be reviewed on screen, along with a picture and their flying record. The skill level and weather conditions also have to be selected. Once all this is done you can get on to the missions. You get the choice between five carrier and five land based missions. One is a training option and the rest drugs busting.

**MARK** *Snowstrike* is one of the most playable flight sims around — you can just start the engines and take off. In the air your computerised navigator's help is essential because he often warns you of incoming missiles, aircraft etc (although dodging them is another issue). Watching all the dials and meters is a tough job and for the first few missions I found myself dive bombing into the landscape! I'd have preferred a wider range of weapons and mission targets, but despite its limitations *Snow Strike* is surprisingly enjoyable.

for the job include a machine gun cannon and two types of missile.

Don't be fooled by the title, *Snowstrike* is nothing at all to do with snowball fights! What the game boils down to is a basic flight simulation. You take off from a carrier or a land base and fly around looking for planes to shoot and drug installations to blow up. The main screen display shows the control panel with all the knobs and dials and a forward view through the cockpit. You can also check what's attacking you from the rear. The landscapes you fly over are lacking in detail: most of the time all you'll see is cyan shading and the odd cloud whizzing past, though drug targets are well drawn when you find them.

I found carrying out the

missions really enjoyable, especially having read the instructions and knowing what keys to press! Flight simulations have never been a roaring success on the Spectrum but *Snowstrike* is a really good effort.

**NICK 68%**

## RATING

Not stuffed with action, but a playable flight game.

PRESENTATION	70%
GRAPHICS	66%
SOUND	61%
PLAYABILITY	66%
ADDICTIVITY	63%

**OVERALL 69%**

# BARBARIAN 2



**Kixx** ■ £2.99 ■  
re-release

**B**arbarian 1's strong point is its graphics. Large detailed sprites on the main character and all the foes you hack and slay on your travels. Some of the sprites almost fill half the screen and they're all animated very well. Each screen is well coloured and there's some groovy music too. However, gameplay leaves a lot to be desired. Screen after screen of fighting the mutant monsters and jumping over streams soon gets repetitive.

You get four levels to play

through: the Wastelands, the Caverns, the Dungeons and finally the Inner Sanctum of the evil Drax. Each level has about 28 screens with caves and huts you can enter. Mapping these levels is essential if you're to succeed. A basic beat-'em-up maybe worth having in your collection just to watch the great animation, especially when the large dinosaur munches on your head! Yuk.

**NICK**

PRESENTATION	70%
GRAPHICS	66%

**OVERALL 71%**



# ADIDAS CHAMPIONSHIP TIE BREAK

Ocean £9.99 £14.99

**S**erve, lob, smash, they're all here in *Adidas Championship Tie Break*, Ocean's

tennis extravaganza! *Tie Break* is full of selections for the player to make, giving you one of the most

## RUN THE GAUNTLET



**The Hit Squad** £2.99 re-release

**T**his is probably the best conversion from a TV programme I've ever played. The action packed racing you see on the telly makes for even more action packed fun in the game. Choose the team you want to play and you're given a selection of courses to play: water courses, track and assault courses with a variety of vehicles to master.

The most annoying thing is the way the programmers have included explosions on every track. In the telly programme these are only special effects but in the game they blow you all over the place! The terrible multi-load is ruddy annoying too.

The road racing sections are my favourite: large animated vehicles zoom around the well coloured tracks. The water is a different story though, the sprites are much smaller and when you keep on bashing into things you soon wish for the end. The Hill or assault course has large sprites but the wobble left and right control method makes it a bit of a pain to play. *Run The Gauntlet* has its good and bad points but I'd recommend it to all racing fans.

NICK

**RATING**  
**OVERALL 78%**

*Tie-Break* has excellent presentation: screen after screen of colourful, highly detailed options. But having made your selections you move out onto the court, and this is a real let down. The courts are all monochrome, the colour changing when you change from grass to clay or indoor. You play from an aerial view which is supposed to be 'as on TV'. Whenever I've watched tennis on the telly the main camera view has always been from behind one of the players, not from a seagull flying overhead! The wealth of options will give the game an advantage over many of the other tennis simulations, but this isn't enough to keep me playing for long. An average tennis game, nothing to jump the net about.

NICK 69%

## RATING

A reasonable tennis simulation with a host of options to cater for all tastes.

<b>PRESENTATION</b>	80%
<b>GRAPHICS</b>	77%
<b>SOUND</b>	73%
<b>PLAYABILITY</b>	69%
<b>ADDICTIVITY</b>	72%

**OVERALL 73%**



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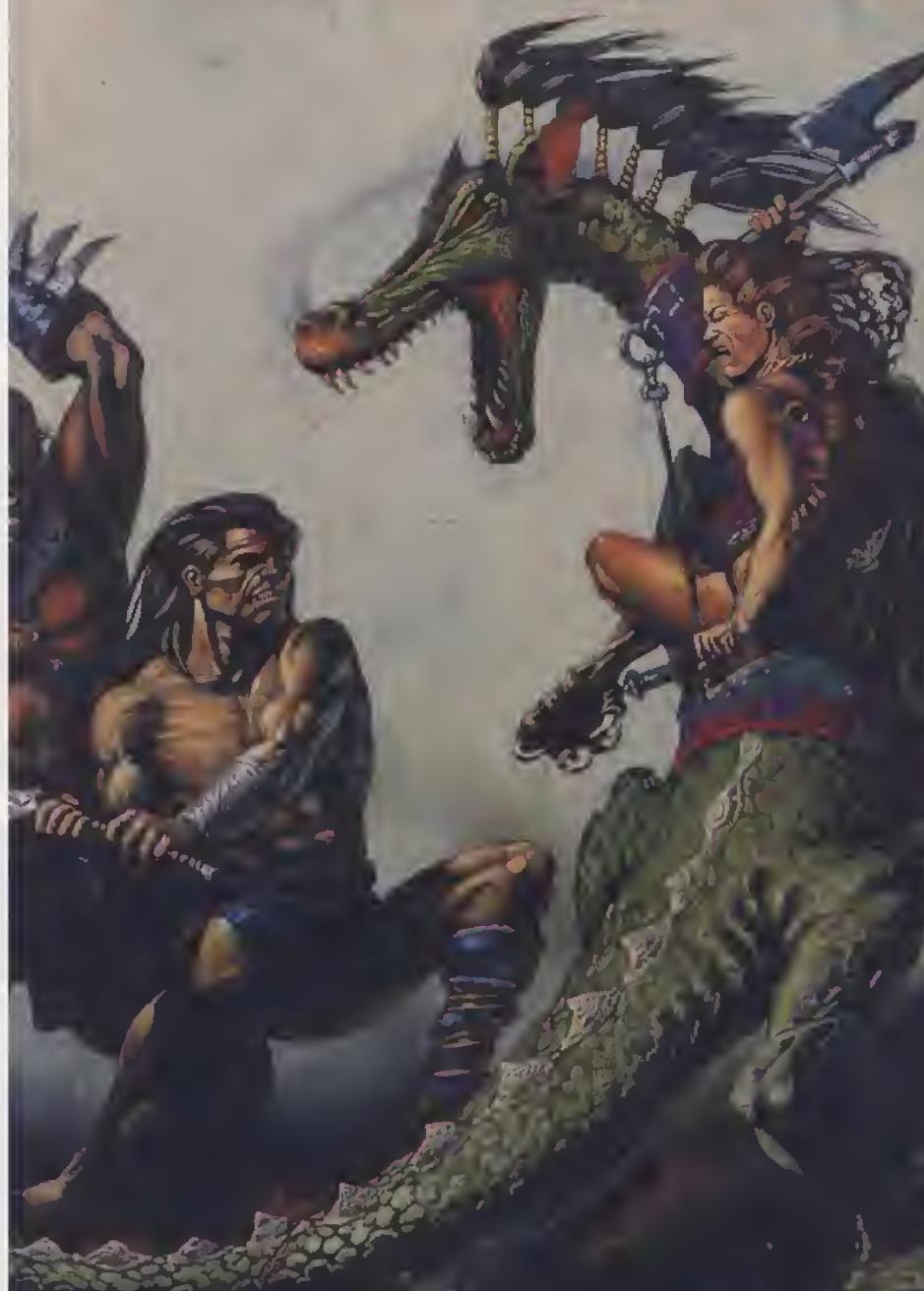
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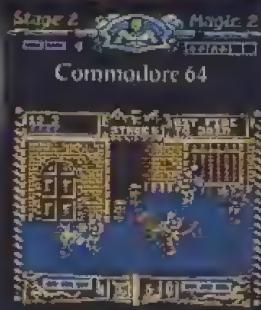


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Spectrum



Virgin Mastertronic Ltd. 1990  
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## BEAST



Grenmlin ■ £12.99 ■ £15.99

For many years the evil Beast Lord has been creating strange creatures to guard his stronghold, and one such creation is after revenge. The hero of *Shadow Of The Beast* was once human, but was taken when still a child to the Beast Mages and transformed. Now adult, the creature remembers his human past and is determined to reclaim his true form: to do this he must enter the Beast Lord's stronghold and destroy him.

Before the final showdown you must travel through the wild and dangerous lands that border the Beast Lord's domain. Evil-minded creatures are out to stop you reaching their master. Your defence are your fists and your feet, but, as you travel along, items present themselves for collection: keys (to open locked doors), potions (different effects) and

## SHADOW OF THE BEAST



**NICK** I was flabbergasted by the graphics of *Shadow Of The Beast* on 16-bit and was prepared for the 8-bit version to be quite disappointing. But this game is pure excellence! Not only have Grenmlin managed to keep the looks and feel of the original but it's playable and addictive too! From the minute I started playing I was hooked: each section is packed with well-drawn backgrounds, the characters have plenty of smooth animation and there's some neat toe-tapping music, though it can't be turned off. The monochrome display didn't spoil my enjoyment, but the monsters get hidden in the backgrounds: it's hard to prepare a punch when you can't see what you're punching! The game's a bit pricey, but, on the whole, worth it. I'll be playing late into the night!

93%

weapons. With every hit you take from the enemy your heart rate rises. If it beats too fast it explodes (not a very nice death).

Apart from the horizontally scrolling outdoor scenes, there are several indoor scenes which play like a platform game. It isn't difficult to spot entrances as the doorways are marked with a large arrow bearing the word Enter!

*Shadow of the Beast* is a classic piece of Amiga game and one nobody thought would, or could, be converted to the Speccy. I doubted whether the Speccy version would retain the action of the 16-bit original. How wrong I was! *Shadow Of The Beast* has all the playability of the original and the graphics, both the animated characters and the scenery, are wonderfully

drawn and move well. But it can be difficult to spot an enemy attacker due to the mono background. Grenmlin have done a first rate job in converting it: it's a wonderful arcade adventure and a well deserved Smash.

MARK 92%

## RATING

A remarkable conversion of a 16-bit classic: a winner!

PRESENTATION	90%
GRAPHICS	91%
SOUND	90%
PLAYABILITY	90%
ADDICTIVITY	89%

OVERALL 92%

## HENRIETTA'S BOOK OF SPELLS



Scotlander ■ £9.99 ■ £14.99

**A** Attention parents! Hullo out there! Remember how your delightful offspring coaxed you into buying a Spectrum? 'Awww, but it'll help me with my school work!' Remember that? Well, here's your chance to get your own back with Scotlander's latest learning game *Henrietta's Book of Spells*, designed to improve the spelling of 7-10 and 11-14 year olds. Like

*Scotlander's* previous game *Hooray for Henrietta* (meant for 7-11 year olds), *Book of Spells* combines an exercise in spelling with a fun storyline and on-screen action to prevent any interest wandering off.

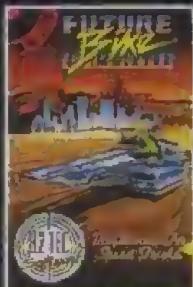
The story and animated sequences concern hopeless Henry who, as a result of being too happy for his own good, has been turned into a fat frog by the evil witch Morgana the Morbid. Only by

correctly completing a series of spelling games can Henrietta discover the magic word to return Henry to his human self.

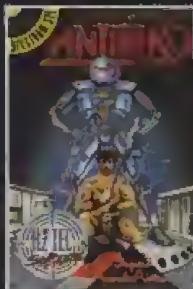
There are five different spelling games to play: *Flash* flashes a word on the screen and tests the user's ability to memorise and repeat the spelling, *Complete* puts up a word with the vowels missing, the user has to complete the word, *Crack-it* is an alphabet-based code breaking puzzle, *Hang-up* is a hangman game and *Jumble* tests the user's ability to recognise words from anagrams. The user can select to play the five games with words five to nine letters long. The editor is one of the most appealing features: this allows users to create their very own dictionary of words to implement in the game.

For the 11-14 year olds, the very basic graphics and animation within each game will seem pretty poor compared to the stuff they're used to playing, and the story's a bit soppy for them (the hard nuts!). However, *Henrietta's Book of Spells* works well and should appeal to the 7-10 year olds and improve their spelling, erm, spelling.

RICHARD 75%



SPECTRUM CBM 64 RASTFORD  
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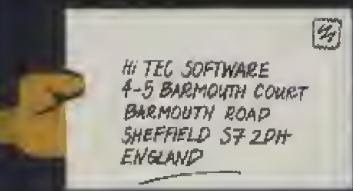


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# REVIEWS

# HELTER SKELTER

Audiogenic Software ■ £10.99  
■ £14.99

## CALIFORNIA GAMES



AMERICAN AD MAG

Kixx ■ £2.99 ■  
re-release

Enter the world of West Coast sports in *California Games*. All that sun, sea, sand and six of the best sporting events, all designed to set your pulse racing. Choose from skateboarding, foot bag, BMX bike racing, surfing, roller skating and flying disk: something for all tastes.

Each event is multi-loaded one at a time if you play through the whole game at once, but there's also an option to practice so you can continue playing as long as you like. Graphics are not as good as they could have been

but this doesn't spoil the atmosphere.

Some of the control methods are a little complicated, on the skateboarding section especially. Combinations of keys have to be pressed to perform various stunts for points: a lengthy read of the instructions is essential if you're to avoid falling off at the first attempt. A good alternative to all those endless track and field sports simulations.

NICK

Overall 69%

**RATING**  
**OVERALL 69%**

Use little monsters, platforms and bouncing balls: what do you think this is a recipe for? Total and utter mayhem is the answer — but great fun too! *Helter Skelter* is a kind of cross between two classic game types: *Pac-Man* and *Breakout*. You take control of a ball and have to bounce it on the monster with an arrow above his head. If you get the wrong little devil it divides into two smaller ones — double trouble!

On the more helpful side are icons which pop up from time to time. These include warps to take you to the next level, time freeze, monster

freeze and extra time. For an extra life you can collect all the letters to make up the word *EXTRA*.

Does all this sound hard to you? Well, it is. The ball is terrible to control when you first start and it'll take a lot of practice to master the controls. There are enough screens to keep you playing for a long while, some of which are only accessible in a two player game, but if you

do get fed up you can always load up the screen editor. This utility allows you to make the game more challenging or much easier by designing your own screens. Monsters, platforms, backgrounds and colours are just some of the aspects you can play with, all selected using a simple menu system.

*Helter Skelter* is great to play, but some screens are graphically badly planned. The colours and patterns used on backgrounds make the monsters and balls very difficult to see and the time limits are a bit tight for my liking. The only real way to play it is as a two player team: this way you can each take half the monsters and get each screen completed in a fraction of the time. Luckily a password system has been included to save everyone tearing their hair out. And the first one is... Haw! Haw! You're not getting them that easily! You'll have to wait, I might print them in the Playing Tips if you're lucky.

NICK 83%

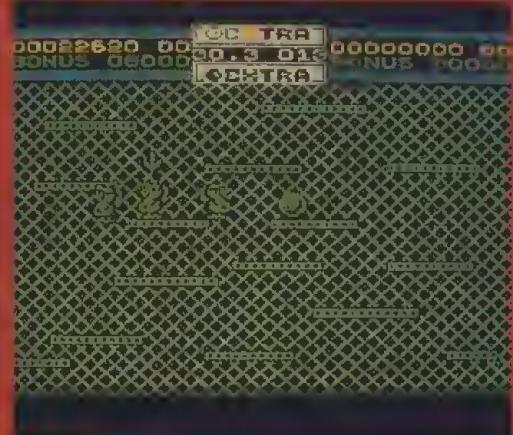
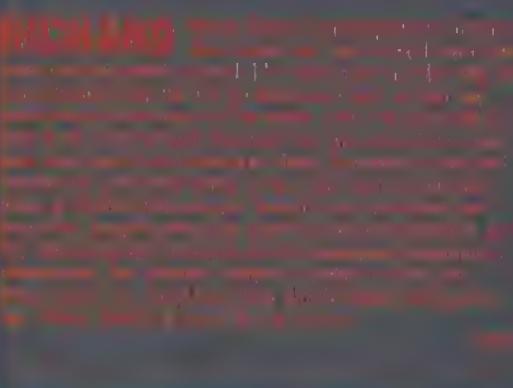
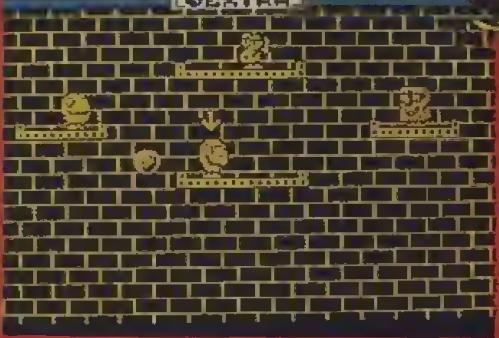
## RATING

Fast and furious, addictive — but pricey

PRESENTATION	81%
GRAPHICS	81%
SOUND	79A
PLAYABILITY	82%
ADDICTIVITY	83%

**OVERALL 84%**

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# REVIEWS

# KICK OFF 2



Anco ■ £9.99 ■ £14.99

If it's not the World Cup it's the football season that brings out a spate of football games! They never stop coming! As usual the first battle is with the option screens, where you choose to play a single game, league championship, cup tournament, international friendly or practice. You can then change the in-game options: duration of game, type of pitch, skill level and wind.

Each player has a mixture of four attributes and skills: pace, stamina, aggression and resilience. The mixture of these four determines the performance of each team member on the pitch, but if you aren't happy with one particular player, two substitutions per game are allowed. Whichever team wins the loss chooses to play either up or down the pitch — viewed from above with the now familiar 'head with arms' players. The character under control is highlighted, though the other members of your team are semi-intelligent and follow you around the pitch. As in the original *Kick Off*, fouls, throw-ins and corners are included, and on the disk version an action replay option allows you to see your goals in all their slow motion glory (provided you score of course).



If the score is drawn at the end of the second half and the extra time option is enabled, you play on. And if the score is still undecided after all that, a sudden death penalty shoot-out is played. I wasn't impressed with the

original *Kick Off* and I must admit this sequel does little to fire my interest in soccer games. The worst culprits are the character sprites: it's sun shades aboy time because the two teams violently clash as they meet

(and I don't mean a punch up). The character you control seems to have a mind of his own — I very often found I had little say in sprite control.

**MARK 55%**

## RATING

No real improvement over the original bar the replay option — on disk version only

**PRES** 60%

**GRAPH** 40%

**SOUND** 45%

**PLAY** 42%

**ADD** 48%

**OVERALL 54%**

53%

# OUT RUN

Kixx ■ £2.99 ■ re-release

Become a real speed demon and put yourself behind the wheel of a classy sports car in *Out Run*. Race through five stages (out of a possible fifteen) of tyre

burning mayhem against trucks, maniac Volkswagens and other road nutters! Your car has only the two gears, high and low, and careful use of these is needed to survive some of the bends and twists.

Luckily for the more amateur players there's an



option to change the amount of traffic in the game. I just can't walk past an *Out Run* arcade machine without sticking 20p in. With this version though, you'll be lucky if you can stand having a second go. The graphics are not too bad but it's things like speed, the multi-load and music that let it down.

**NICK**

## RATING

OVERALL 58%

BBC

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IMPULZE  
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# REVIEWS

## UN Squadron



US Gold ■ £9.99 ■ £14.99

Egypt is a remote Middle Eastern country in the grip of a bloody civil war, and as a result of this conflict a vicious band of arms dealers, Project 4, have arisen. They've developed a range of powerful weapons with which they plan to take over the world. But not if the free world has anything to do with it: the UN Squadron have been called in to stop the megalomaniacs.

You control one of the three brave Squadron pilots:

Shin Kazama in his Tiger Shark, Mickey Simon in his F-14 and Greg Gate in his Warthog A-10 Thunderbolt. Take off with an optional second player and it's up into the wide blue yonder to shake hands with the devil.

**NICK** UN Squadron includes some really great graphics for you to blast out of the sky, and some impressive weaponry to do the job with. Graphics are excellent throughout, with highly detailed enemy carriers, helicopters and planes of all types. Your finger's hardly ever likely to leave the fire button! If you aren't an expert at this type of game you're not going to get very far, with difficulty seemingly set for the real professional. UN Squadron is a great shoot-'em-up romp with a ton of impressive enemies to take a pot shot at!

80%

(as the advertisement says).

Each plane contains a permanent weapon, but a range of bolt-ons are available from the Capcom shop, at a price: bulletpins, napalm bombs, missiles, super shells and a nuclear warhead called Bigboy (which sucks all the paint off your house and gives you a permanent pink suntan). The first mission takes you to an enemy base where helicopters, tanks, planes and an aggressive end-of-level tank await. Each level scrolls horizontally with an impressive amount of action happening on-screen.

Level two has you up in the air to destroy a stealth bomber, heavily armed notwithstanding. Level three takes us to a forest to kill the enemy and destroy the end-of-level fortress. Level four is set in the desert, your mission to destroy a huge missile site. On to level five and half way through the game: here you're taken to a spectacular rocky scene where you must battle helicopters and fighter

bombers to reach the massive helicopter at the end. Levels six to nine take you to a cave, an oil refinery, the ocean and a mountain range respectively. Whilst level ten is a very special mission to round off a very tiring game: blast your way into a mothership and destroy it.

My thumb is killing me after playing non-stop for several hours on this fast and furious all action game! UN Squadron certainly gets the adrenalin pumping, and it'll probably wreck your joystick. The sprites are highly detailed and scroll smoothly against the varied backdrops. The enemy forces are highly aggressive and must be treated with due caution: only master blasters are likely to survive more than a couple of missions in the first few games — maybe the

difficulty level is set a little too high for less experienced players. However, there are up to five continue plays. UN Squadron is a fast and challenging shoot-'em-up, well worth checking out!

MARK 85%

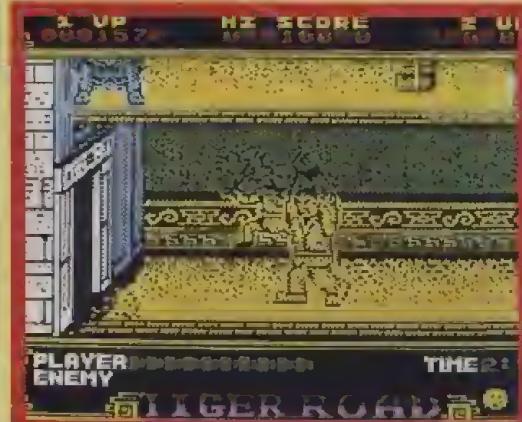
## RATING

A devilishly playable blast-'em-up to challenge the stamina of both player and joystick!

PRESENTATION	80%
GRAPHICS	83%
SOUND	79%
PLAYABILITY	82%
ADDICTIVITY	84%

OVERALL 83%

## TIGER ROAD



Kixx ■ £2.99 ■ re-release

**A**s Lee Wong you must undertake the rescue of kidnapped children and bring them back to their village. Enemies on your travels include giants, samurai warriors and dragons: that must mean Tiger Road is a very basic oriental style beat-'em-up! It is! There are some elaborate graphics and the game is colourful from end to end. Fighting is a simple affair, you just swing the weapon in your hand. Most enemies will take just one swipe to

get shot of but the bigger ones need up to eight.

If you don't fancy doing any killing on level one then you can just jump over everyone and walk into level two. Very challenging. A variety of weapons are available but they don't seem to help a lot! The best course of action is to get off each level as fast as possible. I've seen better.

NICK

## RATING

OVERALL 63%

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June 1987

# BADLANDS

Tengen/Domark  
£9.99 ■ £14.99

It's fifty years since a nuclear conflict decimated the population and turned the world into

a *Mad Max* style wasteland. But from the ruins has arisen a new sport, heavily armed and armoured cars race round tracks built on the

ruins of the holocaust in a zone known as the Badlands.

Three cars participate, although up to two of them can be human controlled in this fast and violent game from the creators of *Super Sprint*. *Badlands* is set over eight different tracks, but

is lost (lose both and it's Game Over).

Apart from human and computer driven cars that fire machine guns and missiles at you, obstacles include hairpin bends, oil slicks, sand banks, collapsing buildings and falling power

for the spinners strewn around. Collection of these allows you to purchase add-ons at the end of each race: missiles, tyres, turbo power and shields.

I'm a great fan of this type of game, with this and *Super Off Road Racer* (reviewed last month) I'm being spoilt! Though *Badlands* doesn't have the detailed graphic style as *Super Off Road Racer*, the cars and backdrops are more colourful. Another bonus is that the cars in *Badlands* are more controllable, and it's easier to avoid disasters! *Super Sprint* with guns is how I would describe *Badlands*. I personally prefer *Super Off Road* but this game runs a fairly close second (mainly 'cos it's more violent).

MARK 78%

# STAR WARS



The Hit Squad ■ £2.99 ■ re-release

You take control of Luke Skywalker in his X-Fighter ship and must destroy one attack wave after another of deadly enemy fighters. Wave one has Luke flying out in deep space with a number of the Empire's Tie Fighters to be shot. He then dives down to the Death Star to fly through deadly laser towers which grow up from the ground: a 50,000 bonus is given if all towers are destroyed. In the final scene Luke dives into a trench and must hit the exhaust port to

cause the Death Star to explode.

The wire frame graphic style is incredibly similar to the arcade machine and all the gameplay has been converted intact. After a little practice all the attack waves can be mastered — which kills the long-term appeal of the game. However, you can get plenty of enjoyment from *Star Wars*.

NICK

**RATING**  
**OVERALL 69%**



things aren't as simple as they sound. You have to finish the race in first place else one of your two credits

lines. The first few tracks are fairly clear of these hazards, so you have a chance to concentrate on watching out

**NICK** It's a pity Domark have chosen to release this game at around the same time as Virgin's *Super Off Road Racer*: the two games are rather similar. This is nowhere near as detailed though. *Badlands* is a lot of fun, due to the demolition derby aspect of the gameplay, it's a bit easy to complete. The tracks are nothing special — some are simply boring and others are spiced up a little with tunnels and jumps (wood). It's a pity you can't actually destroy the opponents — blast 'em with your gun and they just flash and carry on. *Badlands* is a good conversion, but the coin-op isn't innovative enough to make the game really exciting.

## RATING

Sadly overshadowed by superior counterpart *Super Off Road*.

PRESENTATION	70%
GRAPHICS	64%
SOUND	71%
PLAYABILITY	67%
ADDICTIVITY	65%

**OVERALL 68%**

59%

# SUBBUTEO

Electronic Zoo  
■ £9.99 ■ £14.99

It's 40 odd years since the first person flicked a small weighted piece of plastic across a green table-sized blanket and tried to hit a huge (in relation to the player) ball. I remember owning a *Subbuteo* set when I was a nipper, and playing the Electronic Zoo computer version has brought the memories flooding back!

The game starts with the usual option screens: Single or League Matches. Both options allow you to play against either a friend or the computer, though League is more fun because it allows you to play with up to eight people (single only allows



**NICK** *Subbuteo*, ho! ho! ho! ho! Well that's how they go isn't it? Flicking stumpy footballers around a pitch, attempting to hit a ball the same height as the players is not my idea of fun. In the main game you view the players from above so all you see is a coloured circle with a white hit in the middle. What's the point of a computer simulation of *Subbuteo*? Owners of the original table-top game are going to be the only ones interested — and only so they can play it on their own.

59%

two participants). The rest of the options are the standard choices you'd expect from soccer games — team names, playing time (15-45 mins), skill level, and team formation.

You have control of all of your players except the goalie (who's always computer controlled), and each flashes in turn as a cursor passes over them. A press on the fire button selects a player, whilst a second press moves a small cursor. This is used to determine the direction of the flick. Then set the power and spin of the shot and watch it fly off.

Sadly *Subbuteo* is a brave attempt that doesn't quite pay off — too many footie releases have stolen its limelight. Control is a little confusing at the start, but practice improves this. But it's strange not to move the player with the ball at his

feet; the skill here lies in flicking the player at the ball (and totally missing, in my case). Sound effects and graphics are as simplistic as the gameplay, so even with a few mates playing, the computer version doesn't quite catch the atmosphere of the table-top game.

MARK 50%

## RATING

Fans of the board game are advised to stick with the original.

**PRESENTATION** 65%

**GRAPHICS** 41%

**SOUND** 55A

**PLAYABILITY** 50%

**ADDICTIVITY** 48%

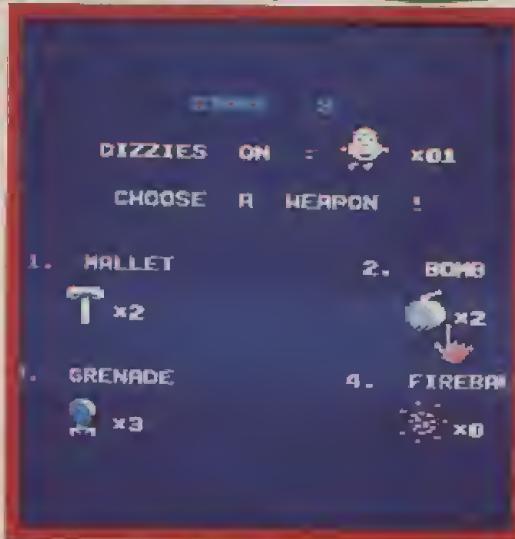
**OVERALL** 54%

# KWIK SNAX



CodeMasters  
■ £2.99 ■

The evil Wizard Zaks has thrown all Dizzy's mates, the yolk folk, in separate prisons on islands to suit their personalities! Denzil went to Cloud Land as he always



seemed to have his head up in them, Dylan went to Ice Land for being so cool, Grand Dizzy to Cuckoo Land because he's a bit senile and sweet Daisy was put in the dungeon! Zaks knew Dizzy would attempt to rescue her. You now have the task of rescuing each of your mates.

The game's played *Pengostyle*: you push blocks around the screen, crushing nasties if they get in the way and collecting the fruit and other objects you find. Bonus extras can be found and do weird and wonderful things to each screen's layout. Once a screen is completed you go onto the bonus section which has to be done in a set time limit.

Graphics consist of

colourful animated sprites. The presentation is outstanding: 128K owners are treated to full colour screens as an introduction, and the hilarious Dizzy Mob band play a tune on the title screen! It's great stuff!

*Kwik Snax* is addictive beyond belief. Once you start playing you just won't be able to stop, and why should you when it's as good as this? 100% pure CodeMasters fun and frolics — cannot be missed.

NICK

## RATING

**OVERALL** 92%

# Clive Barker's THE NIGHTBREED

THE ACTION GAME

## THE

TAKE CONTROL  
OF BOONE AS  
HE MAKES HIS  
WAY THROUGH  
THE DERTHS AND  
CAVERNS OF  
NECROPOLIS TO

## NIGHTBREED

THE UNDERGROUND  
ELD OF MIDIAN  
WHERE DWELL THE  
NIGHTBREED  
SUPERNATURAL  
CREATURES WHO  
HAVE SHIELDED  
THEMSELVES FROM

THE INHUMANITIES  
OF MAN  
NOT ONLY MUST  
YOU CONFRONT  
AND DEFEAT THESE  
CREATURES BUT



## NIGHTBREED

YOU MUST PIT YOURSELF AGAINST THE  
NUISANCE OF REDNECK GANG FROTH THE  
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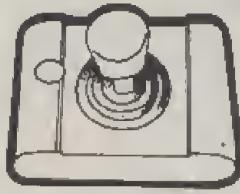
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# STRIDER



U.S. Gold  
■ £10.99 ■

**M**agenta — a far-off planet in the future is the setting for this, the sequel to the arcade giant *Strider*. What is our friend Strider Hiru up to this time, then? Well, he's off to rescue a female world leader from the silvery grips of a band of dastardly aliens. In this fight for freedom the only weapons around to help him in his quest are his sword and a new gyro laser gun, just right for squishing all those nasties.

The levels are packed full of platforms and ladders, and there are now ropes and chains for our hero to climb to get out of reach of death. Strider's adventures take him through the forest where his space ship lands, underground caverns leading to a power station and the Earth spacecraft where the girl is held captive.

Killing the kidnappers would be a doddle if it weren't for the inconvenience that your gun only fires when

Strider is stationary. Still, the sword has a pretty impressive slicing action that should save your bacon.

Strider's objective is to collect the icons situated in each level. Once they've all

been found he'll have the ability to transform into a robot to help him defeat the massive end-of-level opponents.

*Strider* didn't appeal to me, and his return doesn't

**MARK** I loved the original *Strider* in the arcades, '89 and received a mixed reception. Now *Strider II* is here and is as controversial as its predecessor. Nick disliked the original and is a misery guts about this sequel. I love it! The main character sprite is still as atheletic as ever and as a bonus now carries an extra weapon (yippee!). Another great addition is Strider's ability to don a huge armoured suit to tackle the end of level bad guy. US Gold have come up trumps again; in fact coin-operators Capcom like it so much *Strider 2* will be in your local arcade before you know it!

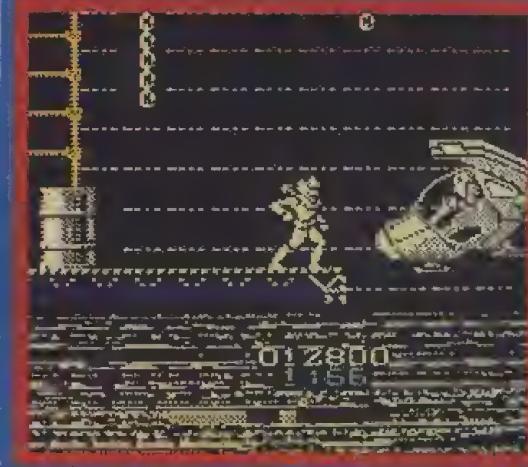
88%

## RATING

Tough but playable — a treat for arcade addicts!

PRESENTATION	72%
GRAPHICS	74%
SOUND	65%
PLAYABILITY	71%
ADDICTIVITY	75%

**OVERALL** 78%



# THE BOXER



megabucks hypervalue. In the red corner wearing the white shorts is Jabber Julie and in the blue corner is his opponent Sam McBiggun who is wearing the black shorts. The fight will be fought over eight, the

Cult ■ £2.99 ■

**M**anage a promising young boxer and help him reach the World Championship and ultimate glory and fame. Unlike the football management games, you actually get to see what goes on in each fight: take a ring side seat and watch your man get his lights punched out.

A host of options can be selected: choose the opponent to fight against, choose training and fighting

venues and the type of work out your fighter needs to get him in tip top condition. Winning a fight is your first goal — it gives you prize money and increases the boxer's morale and ranking rating.

*The Boxer* is a new style for management games, and quite pleasing it is too...

INICK

## RATING

**OVERALL** 62%

# MAGICLAND DIZZY DIZZY 4 SPOOKY CASTLE



**Atlantis** ■ £2.99 ■

**B**eing a peasant of limited intelligence you went and volunteered for a dangerous quest. You are Gormless Gary and must rescue the beautiful Princess Clare from the clutches of the evil ghosts. And the reward if you succeed? Her hand in marriage and a bit of rum. . .

Your journey is a dangerous one: each room is locked tight and rabid bats swoop at you every chance they get, sapping your energy. Keys have been left lying about the castle and collecting these opens the doors (really? -Ed).

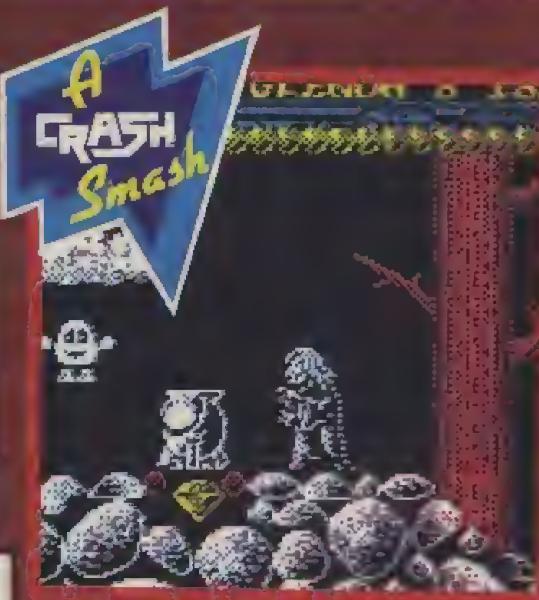
There are three ways to fall: you can lose all your energy by being swooped on

by the bats, contact with one of the evil ghosts means instant death and falling onto a fire won't do you much good either.

While the graphics are OK, control method and gameplay belong in the bottom of the barrel. If you survive for more than four screens you must be an expert, either that or you've found a poke for infinite energy. Each screen is laid out in such an annoying way that you won't only be cursing the ghosts for killing you but also kicking your screen in a rage.

NICK

**RATING**  
**OVERALL 25%**



**CodeMasters**  
■ £9.99 ■

*\* For the moment Dizzy 4 is only appearing as part of a five game Dizzy compilation. The other titles in the pack are Dizzy, Treasure Island Dizzy, Fantasy World Dizzy and Fast Food. The ultimate cartoon Chrissie pressie!?*

**O**ur old friend Dizzy is back with a vengeance — this time he's going to show evil wizard Zaks exactly what he's made of (what? Egg white and yolk? —Ed). Zaks has cast one of his

deadly spells, and it's Dizzy who has to put things right.

Each of Dizzy's pals has had a different spell cast over them: Dylan has been tangled up in a bush, Dora turned into a frog, Dozy has been sent to sleep (nothing new there), Denzil frozen solid, Daisy super enlarged and Grand Dizzy is trapped on the other side of Zaks's magic mirror. Dizzy's task is to break the six spells and destroy the wizard forever.

The fun and frolics take place in a strange fairy tale world inhabited by some very peculiar characters. There's

Princess Charming with his

dashing looks and golden crown, good witch Glenda stirring her magic cauldron and the Queen Of Hearts, 'Off with her head!'. All this in the great Dizzy graphic style.

This game is truly enchanting! Every Dizzy game has been loads of fun to play and *Magicland* carries on the tradition. The puzzles will have you flummoxed from the word go, but that's half the fun of playing a Dizzy adventure. If you stick at it you'll eventually solve one, which will lead you on to the next. Visually *Magicland* is similar to the other four games: colourful animated sprites are everywhere and the scenery is packed full of detail. Dizzy himself leaps and bounds around every screen in his usual comical way, making the game ooze with addicitivity. The tunes and sound effects are also really good, and I'm sure one in-game tune is a remix of Kylie's 'I should be so lucky'!

This, the fourth Dizzy game, has got to be one of the best so far. An essential purchase for every Spectrum owner. It's magic!

NICK

**RATING**  
**OVERALL 95%**



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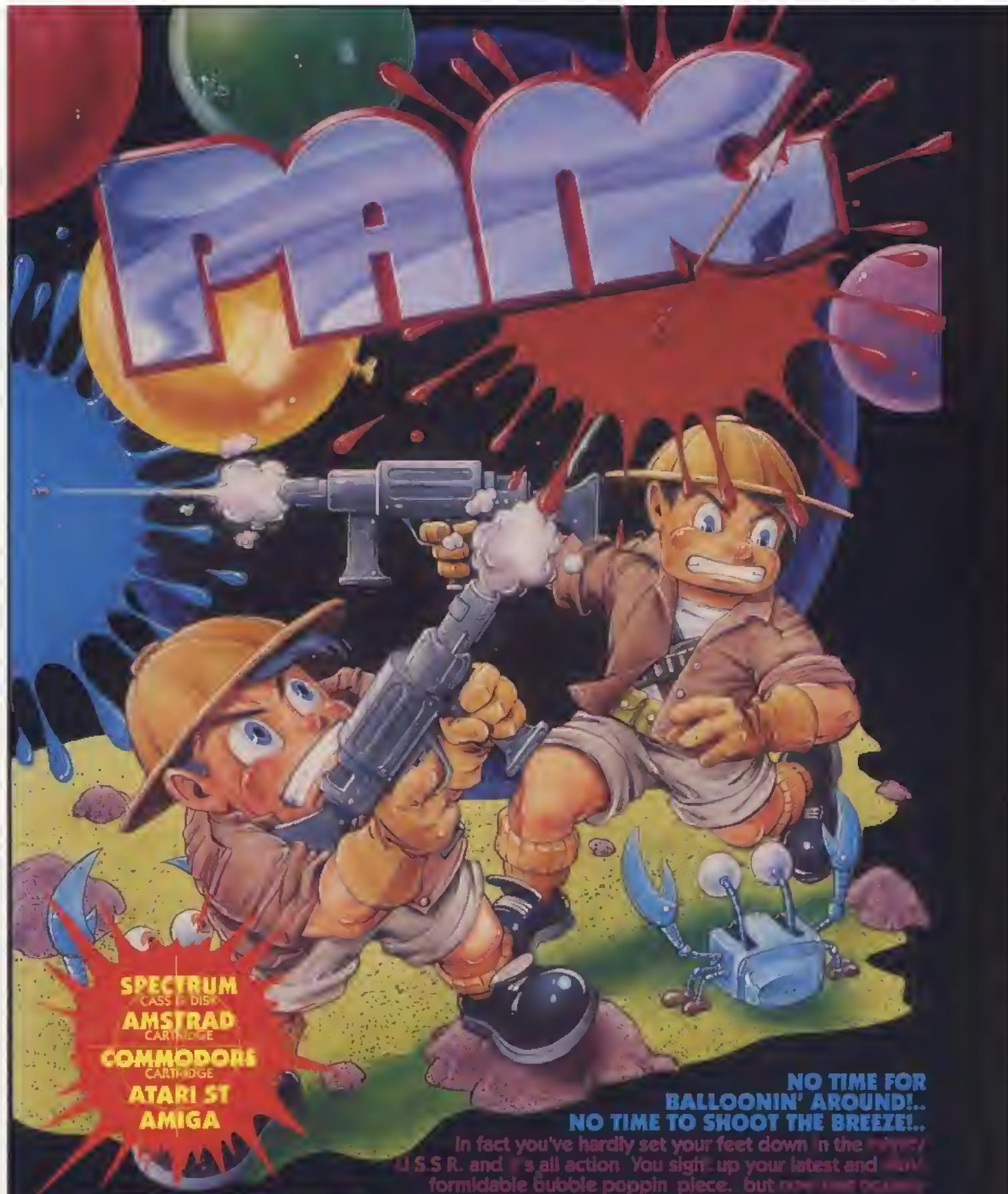
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